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UNOFFICIAL

GAMESPOT GAME GUIDE: DUNGEON KEEPER 2

BY PAUL SCHUYTEMA
AND DUNCAN MCPHERSON

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Introduction



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Dungeon Keeper 2 is the exciting sequel to Bullfrog's Dungeon Keeper. It is a devilish twist on the strategy and fantasy gaming genres because you are not charged with the task of vanquishing evil. Rather, it is your task to promote it.

Stepping into the role of a keeper is no easy task... it requires a cunning, tactical mind. It also requires an absolute loathing for the polished cuirasses and decorative feathers of the goodly knights who rule the upper realms. Your task is simple: carve out your empire from the very rock itself, coaxing your minions out of even deeper hellholes to join your quest for total evil.

Dungeon Keeper 2 is far more than just a simple sequel to the original game. This incarnation is full 3D, and your dungeon will look and feel more real than you can imagine. Dive in and take possession of one of your creatures and take a tour through your dungeon - torches light the passageways, your dungeon heart pulses and belches smoke, skeletons clamber at the bars in your prison, and dark mistresses whip each other passionately in your torture chamber.

Dungeon Keeper 2 is an amazingly immersive game, full of challenge and excitement. Part of the thrill of this game is that there is no correct or quick way to play through it - many tactics will work, and many others won't. Your best teacher is experimentation; let yourself fail (but fail gloriously!) and learn from your mistakes.





The aim of this guide is to enhance the depth of your Dungeon Keeper 2 experience. You won't find simple tricks or easy walk-throughs. Even with the hints and strategies contained herein, you must still battle through countless hordes of n'er-do-wells. In short, to beat this game, you still must beat this game. But that's part of the fun... so please, enjoy your ride through the dark corridors of evil!

This guide is not a substitute for the game's manual or the tutorial missions that start out the campaign game. It is assumed that you have at least a passing understanding of the basic play of the game. We're not reinventing the wheel here, but we'll certainly tie one of your prisoners to it and whip him silly...

This strategy guide contains:

- * A quick overview of gameplay
- * Getting to know the rooms you can build
- * Dungeon building hints and tricks
- * Managing your creatures and dungeon
- * An overview of your dungeon denizens
- * Making the most out of your mana and magic
- * Those little gold boxes
- * Using doors and traps
- * Multiplayer strategies
- * Hints and tips for all the campaign game levels (including secret levels)





QUICK PLAY OVERVIEW

Dungeon Keeper 2 is a real-time strategy game of dungeon building. Some might call this a "god game," since you are acting, in a sense, as the lord and sovereign over your own domain. The heart and soul of this game is the creation of a dungeon that will attract and house a plethora of dank and vile creatures.

As you play through the lands of the campaign game, you will play through scenarios that will offer you a wide variety of challenges. But to meet these challenges, you must first construct the support system of a dungeon that will facilitate your actions.

A dungeon spiders out from a dungeon heart. This magical, pulsing structure is the source of your evil power. From here, you will tunnel into the surrounding earth to create corridors and rooms. As you tunnel and grow your underground realm, you'll discover portals that will let a wide variety of nightmare creatures enter and take up lodging in your rooms.

To keep these creatures happy and productive, you will must transform barren room areas into specialized environments, such as lairs for the creatures to rest, a hatchery to provide fresh food for them, a workshop to allow the creation of traps and other objects, a library to facilitate spell research, and so on.

To aid you in this task of dungeon-crafting, you will control a cadre of magical imps. These bug-eyed, hunched creatures will dig out the rock, mine





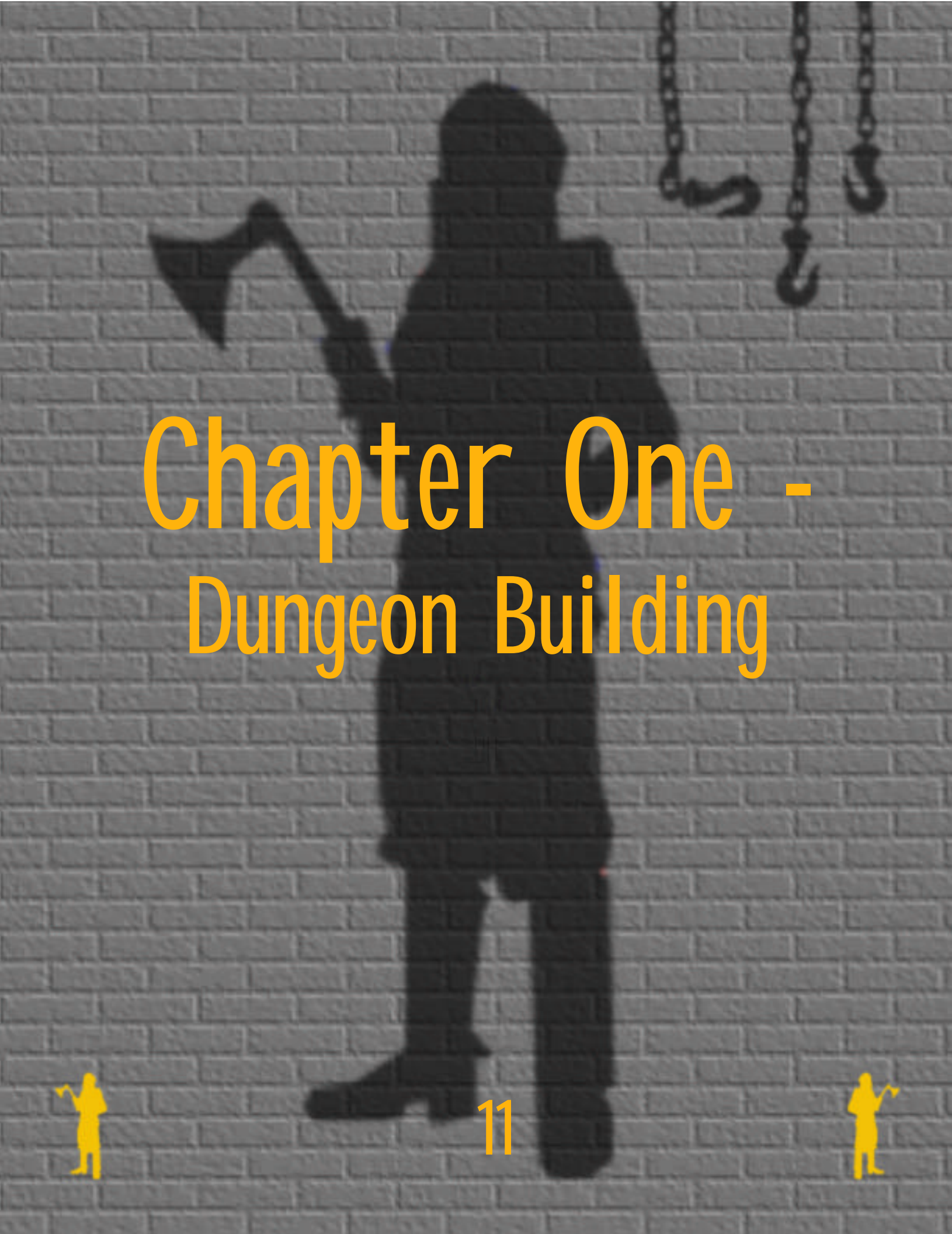
gold, and build walls and specialized rooms. Should they not work hard or fast enough for you, you have the option to backhand them with a good slap to remind them that, yes, you are indeed watching.

As is always the case, wanton evil rarely goes unchallenged, and so you can count on your growing dungeon running into the overly clean forces of good. You'll encounter dwarves, fighters, giants, and heroes, all of whom will want to penetrate your dungeon heart and kill the foul, pulsing thing. As a keeper, you must be loyal to your minions, and you will employ their services and talents to make things very nasty for the forces of good. You will create deadly traps, research powerful spells, build a torture chamber and prison, and create other welcome mats for your polished, shiny visitors.

At times, you will also feel the limits of your god-like keeper powers - your minions are their own masters, after all, and won't always conform to your direct wishes. At times like these, can possess a creature, that is, sink into its skin for a time, and roam your dungeon as one of its own. From here, you can battle, dig, cast spells, and even recruit a strike team to battle the invading forces.

You can also research your own litany of powerful spells, from thunderbolts to healing. When you have grown quite strong, you may even choose to summon the horned reaper (or "Horny," to his pals) to stomp with hoof-prints of fire, as he seeks out your enemies. All of this, good keeper, will be yours to experience as you struggle from land to land to liberate the portal gems from the gnarled hand of good. May the foul stench of evil be strong with you!





Chapter One - Dungeon Building





As a keeper, the task of dungeon building is completely up to you. But this isn't a linear task - there is no correct or incorrect way to create a dungeon. Once you work through the first few tutorial missions, take some time and play around with the My Pet Dungeon lands. These lands are like evil sandboxes within which to unleash your minions. Give yourself the time to build up several dungeons as fully as possible and observe their ebb and flow. Send wave after wave of heroes to storm your gates and explore what works well and what fails utterly.

After some time, you'll make your own deductions about how the game works. You will also start to grow into your own style of dungeon building. Let your personality (you do have an evil side, don't you?) show through in your work, since this really is your own personal world, complete with minions, an economy, and a certain quality of life.

In the following sections, you'll find a number of observations and suggestions, but take them as just that: suggestions. The best teacher is experience, and reading through this or any other guide certainly won't replace good, old-fashioned experience.

BASIC DIGGING

For the most part, you'll just start out simply, with a dungeon heart sunk deep within the nefarious limestone and bedrock of some pastoral land. This nether world will offer you the following terrain types.





SOFT ROCK

This is the basic mud and rock stuff that makes up most of the underworld, and it is easily dug out by your imps. You should be aware that once you dig out a tile of rock, it is gone forever. There is no way to rebuild walls or rock.

BEDROCK

This is a tighter-grained rock that is impossible to dig through. While your imps are quite skilled with the pickax, their small frames just don't pack the punch to dent this stuff. Because of the hard nature of this rock, rooms built against it will get the automatic benefit of reinforced walls.

ROCK WITH A VEIN OF GOLD

Most of the cogs of a smooth-running dungeon are oiled by that universal salve: gold. Order your imps to dig through this rock, and they'll liberate the gold from the rock and scuttle it back to your treasury or dungeon heart.

ROCK WITH A VEIN OF GEMS

This is a prized possession indeed, since a gem vein can provide a limitless source of wealth for your dungeon. It's sort of the cash equivalent to an everlasting gobstopper.

WATER

Fortunately, the water in the netherworld isn't that deep, and only poses a real threat to your vampires. Your other creatures can slosh through it, albeit slowly. Build a bridge for quicker passage.





LAVA

Lava is all-too-common in your subterranean home - most creatures (except for giants and salamanders) cannot cross it, but you can build bridges to navigate this foul magma.

DIRT PATH

Once soft rock has been dug out, it is replaced by a dirt path (with a stone-reinforced ceiling). Dirt paths aren't owned by any power - it'll take an imp to work some of its micro-magic to claim a tile of dirt for you.

PAVED PATH

Once an imp claims a tile of dirt, it will be paved with stylish flagstones. The colored globe tile at the center indicates the owner of the tile (this is very useful in multiplayer games).

PORTALS

These crystalline fissures open your dungeon up to the true nether reaches of your world. Your minions will clamber up through the portals and join you if your dungeon is attractive enough for them. Each portal only lets a limited number of creatures enter your realm. Your first claimed portal will support up to 15 immigrants, but you'll only get five more creatures from each additional portal you claim.





HERO GATES

These are similar to portals, but are reserved for the clean and cowering forces of good. Often, the Lord of the Land will appear (or try to escape) through one of these stone structures.





MANA WELLS

These look like a cluster of small portals and are actually fissures from the deepest realms that let the off-gassing of pure mana into your realm. Claiming one of these is most certainly a good thing.

ROOMS WITHOUT A VIEW

Your dungeon is an evolving, living thing. You will work the rock to carve out passageways to get from here to there. But to make your dungeon thrive, you must also create quite a number of specialized rooms. Following, you'll find an overview of the rooms available to you, along with some hints and insights as to their use. Remember, if you are short on cash or don't need a room any more, you can click on the dollar sign near the bottom left of your screen and drag it to destroy a room and earn some instant gold pieces.

DUNGEON HEART

Cost: N/A

Creatures attracted: N/A

Minimum functional size: All are 5x5

The dungeon heart is the literal center of your nefarious realm. If you should find it destroyed by opposing forces, your time is finished (so protect it well, keeper!). The heart can act as an ad-hoc treasury and store up to 16,000 gold pieces. The threat level of opposing forces is lessened





when they enter this room. If you are running low on mana, you can drop a few imps into the heart to quickly get back 50 percent of their original mana cost.



LAIR

Cost: 300/tile

Attracts: All

Minimum functional size: 1x1





The lair is the home away from home for your minions. The lair is the first room you should construct in any dungeon. By moving the hand pointer of your lair, you can view its current occupancy level as well as capacity. When creatures first enter your dungeon, they will head for the closest lair, which might not always be a good thing (creatures like to live near where they work). It's a good idea to stick a small lair right next to any portal you acquire as a temporary hostel. Then, grab a creature from that lair and drop it in its permanent home (any creature that is dropped into a lair will make that lair his home). If you've got the space and the time, you'll achieve peak efficiency with several smaller lairs all close to the various epicenters of work.

HATCHERY

Cost: 300/tile

Attracts: Bile demon (with workshop)

Minimum functional size: 3x3

The hatchery is your renewable food resource for your dungeon. Build as big a hatchery as you can afford or leave room for it to expand. A hatchery doesn't have to be square to be efficient. Creatures will meander into a hatchery when they are hungry to gobble up chickens (this will also restore part of their health). You can also drop a creature here, and it'll feed and gain some health back.

You can left click on a chicken to pick one up - right clicking on a captive in your torture chamber or prison will feed that chicken to one of your visitors.





TREASURY

Cost: 200/tile

Attracts: N/A

Minimum functional size: 1x1

Since your dungeon heart can only hold 16,000 gold pieces, you'll need some other place to store you pilfered and mined loot. Since you can make a treasury any shape or size, you'll find it useful to simply turn the





corridor right behind some mining imps into a treasury (it sure speeds up the deposit time). If you do this, make sure that you have a centrally located treasury as well for your creatures to come and pick up their bucks when it's payday.



TRAINING ROOM

Cost: 500/tile

Attracts: Goblin

Minimum functional size: 3x3





A training room is a must for offensive-minded creatures. It not only attracts goblins, it also lets other creatures advance up to combat level four. Try to make your training room at least 5x5 if you can swing it and pay heed when the voice tells you it is too small. The number in the little flower above a creature's head is its current level. The clock display on the flower tells you how close your creatures are to reaching their next level (once you pull them out of the training room, they'll lose all that experience and drop back to their current level). While creatures will eventually wander into the training room (especially fighters), it's to your advantage to grab them and toss them in there - that way, they'll know what they're supposed to be working on.

LIBRARY

Cost: 600/tile

Attracts: Warlock

Minimum functional size: 3x3

The library is the place where your spells are born, so it makes sense that you want to optimize this room's output as quickly as possible. Warlocks are attracted to the library and are your primary spell researchers. If you can manage it in the later levels of the campaign game, try to capture and convert some wizards and drop them in your library - they are far better researchers than your warlocks. It goes without saying that you should make your library as large as possible. You should also try to keep it as square as possible, since you want to maximize the number of research stands available to your warlocks.





COMBAT PIT

Cost: 750/tile

Attracts: Dark knight (with combat pit)

Minimum functional size: 5x5

The combat pit is a great little item if you've got some time on your hands to truly grow your minions into a crack fighting force. While the training room will let creatures achieve a combat level of four, they can take their





licks and reach level six here. Simply take a pair of creatures and drop them into the pit in the center of the room and watch them go at it. They'll fight until one falls unconscious (then, your imps will come and drag the loser off for some serious healing).

If you drop an enemy creature (snatched from your prison) into the pit with one of your own, they fight to the death.

WORKSHOP

Cost: 600/tile

Attracts: Troll and bile demon (with hatchery)

Minimum functional size: 5x5

The workshop is your one-stop trap spot. Here, your trolls will toil away, crafting doors and traps to place in your dungeon. A 5x5 workshop is a decent size, and you'll find that you won't need one much larger. The only real problem is that it seems to take forever to get things done in there. It seems like a little micro-management is needed. First, stick a door on the entrance. When you've got some pressing work to be done, lock 'er up and drop in your trolls and bile demons (be sure to give them each a quick slap as well). You'll find the work finishes up quickly. You still must get the items to their proper location, so listen for the cue and then unlock the door and drop in an imp or two - they'll quickly speed your new trap to its rightful place.

If you want to create a very cozy little workplace for your bile demons, build a 5x5 workshop and border it by a one-tile-wide hatchery. To really





up the efficiency, also build a small lair just off to one side (be sure to drop your trolls and demons in it). When you lock it up, nearly all their needs will be covered.

GUARD ROOM

Cost: 600/tile

Attracts: Dark elf

Minimum functional size: 1x1

The guard room is a very useful tool. It not only attracts dark elves, but any creature dropped in is bound to hang out there and take up guard duty (until hunger or payday calls, that is). If you are putting together a raiding party from within a possession spell, the guard room is a great place to build up your party. Several small guard rooms near the outskirts of your dungeon are a great tactical early-warning system.

PRISON

Cost: 750/tile

Attracts: N/A (but creates skeletons)

Minimum functional size: 5x5

A prison is a fountain of great opportunity. Once you build one, foes you drop in combat aren't simply gone for good. Rather, they become a valuable resource you can cultivate. Make the prison as large as you can manage, and your imps will drag unconscious enemies back here and lock them up (if you're far away from your dungeon heart, you may have to drop a few imps by the fallen foes for them to be dragged back before they decompose).





Once in the prison, your enemies can be fed chickens, or you can cast the heal spell to keep them healthy. You can pick them up and drop them in your torture chamber or combat pit, as well. Of course, you can simply let them wallow in their own filth and die a slow death. Once dead, they will rise up as skeletons. In many of the campaign missions, your creatures will be limited (you might not have access to a portal), so the prison is your chief tool to create a larger horde. If your dungeon is under attack, be sure to lock your prison gate, or the forces of good will free their pretty friends.

TORTURE CHAMBER

Cost: 1,500/tile

Attracts: Mistress and dark knight (with combat pit)

Minimum functional size: 3x3

The purpose of this dark room is obvious: to inflict pain. For the mistress, this pain is pleasure (so she's your type, eh?), but for your captured enemies, this pain is a means to an end. Sure, you can drop in a foe and watch him die, but that's not particularly useful. To get the most out of your captives, you must keep them healthy to truly experience the mind-numbing pain. Given enough time, they will either convert to your cause (bully for you!) or die as they divulge a tidbit of information. If you drop a mistress next to the captive being tortured, you'll increase efficiency.

When you drop a captive from your prison into the torture chamber, be sure you are dropping them onto the exact tile that contains a torture machine, and it is currently unoccupied.





GRAVEYARD

Cost: 2,000/tile

Attracts: Vampire

Minimum functional size: 3x3

The graveyard is the compost bin for your dungeon. It's simply a fact that you'll lose some of your minions in the heat of combat. When they fall, your imps will drag their bloody corpses into the graveyard, where they will fester and decompose. As they churn ashes to ashes, their life force will be consumed by the room. When enough life force has been accumulated, a vampire will rise from the fertile loam. The number of gravestones in the graveyard indicates how many vampires can be created there.





CASINO

Cost: 600/tile

Attracts: Rogue

Minimum functional size: 3x3

The casino exists for two purposes: to attract the rogue and give you an edge in your creatures' happiness. Your minions love to gamble, and they will flock to your casino in droves. Don't be surprised to hear constant warnings of, "Your casino is too small."

If you zoom in on the payout lever, you can adjust the house rules. The smiley face is more favorable to your creatures (they'll be happier, but may win more gold from your treasury), while the dollar sign favors the house (your casino won't serve its purpose as well). If you're not too strapped for gold, try to avoid being a cheapskate.

TEMPLE

Cost: 3,000/tile

Attracts: Dark angel

Minimum functional size: 5x5

The temple is a dark and mysterious place and will attract the deadly (although indifferent to your cause) dark angel. The temple does serve a spiritual need in your dungeon. Drop your creatures around the rim of the temple, and they will bow down and worship the hand (talk to the hand!). This worshipping will increase your mana, which is a very good thing indeed. If you can manage it, build a second temple to attract more dark angels, since they are such a dastardly asset to have on your side.





In addition, you can sacrifice your creatures to the gods. Done in the correct pairs, you may be rewarded. Here are a few combinations to try out:

- * Two black knights will give you a vampire.
- * Two vampires will give you a bile demon.
- * Two bile demons will give you a rogue.
- * Two salamanders will give you a dark mistress.
- * Two skeletons will give you a dark elf.
- * Two dark elves will give you a troll.
- * Two warlocks will give you a goblin.





WOODEN BRIDGE

Cost: 200/tile

Attracts: N/A

Minimum functional size: 1x1

A wooden bridge is a great way to give your creatures quicker access across water and temporary access across lava (a wooden bridge will burn after a minute or so). If you want to use the bridge as a primary thoroughfare, be sure to build it more than one tile wide.

STONE BRIDGE

Cost: 500/tile

Attracts: N/A

Minimum functional size: 1x1

The stone bridge serves the same purpose as the wooden bridge, except you can use it to create permanent passageways over lava.

BUILDING STRATEGIES

Building a healthy dungeon is an organic art, to be sure. You must work with the current lay of the land, with limited resources, and toward specific goals. What follows is a smattering of tips and strategies (which can work for both single player and multiplayer) to aid you in your own building process (revealed by rival keepers during their final moments on the wheel). Feel free to experiment and develop your own unique style and approach - that's half the fun, after all.





- * Use the bedrock. Impenetrable rock can be a great tactical aid. If you can't dig through it, neither can your enemies! Incorporate veins of this rock into your overall defensive scheme.
- * When you breach an enemy dungeon, don't just knock down a single tile. Single tile openings can be plugged up by a door, but a two-tile opening will remain open for good (you can't put back rock, after all).
- * As you tunnel toward the lair of your enemies, take your time. Tunnel in a single corridor and place plenty of doors and traps (just in case they breaks in first!). You can then breach their dungeons, then lure them into your long walk of pain.
- * While only a few creatures are really good at handiwork in your workshop, most can lend a helping hand. Once your dungeon is up and running, drop a bunch of creatures in the training room and the rest in the workshop to speed up door and trap building. Once you've trained some of your minions up to level four, drop them in the workshop and toss the unskilled fighters into the training room. This will maximize both production and your fighting effectiveness.
- * If you are playing a large land, and your primary attack point is a long way from your dungeon heart, make a front-line camp out of a small lair, hatchery, and training room. Use a door to keep your creatures here and start amassing your forces. You can even use this as a fallback point to heal your creatures after a long battle of attrition.
- * Try keeping your primary rooms at the center of your dungeon, with snaking, twisting single-tile corridors that spider out from there. Fortify





these corridors with traps and doors to slow down any invasions and to cause some serious pain for those who would seek your dungeon heart. Remember, a hero can't see or sense what's around a corner, so you can make the most of your traps if they surprise the invaders.

- * Get into the habit of placing at least wooden doors on all your primary rooms. Your minions will be happier because of the increased security. It also gives you a chance to lock creatures in a room for increased productivity and will also slow down any invading forces. At the very minimum, place doors (the best you can) at every entry point into your dungeon heart.
- * If you can manage it - and like to fight a defensive battle - build a dungeon within a corridor ring. This long corridor can then be literally packed with doors and traps and will do a great job of thwarting any invasion.
- * Once you dig out a tile, you can't undo your work (though you can click on a blue highlight to toggle the dig order off if it hasn't yet been done) - be sure you really want to remove the rock before you click.
- * When an AI-controlled force has discovered a way into your dungeon heart, it will use this path rather than digging or searching for another route (no matter how crazy or dangerous the path is). Use this knowledge well.
- * If you can spare the time and the imps, reinforce your walls. This not only makes your walls more difficult to breach, it can increase the effectiveness of your rooms. For example, a 3x3 library only has one central study lectern. Reinforce the walls, and you get an additional lectern on each wall. In the training room, reinforced walls will add moving combat targets. Good things come to those who wait...





MANAGING YOUR MINIONS

Building a pretty dungeon is one thing, but getting your lazy, disgruntled minions to actually do what you want is another task entirely. You see, being a keeper is a thankless task. Given half a chance, your denizens will wander off to pursue their own agenda, oblivious to your grand plans. Here are a few tips and strategies to maximize the effectiveness of your horde.





- * If a creature doesn't have what it wants or needs, he will go get it. This simple mantra can be a key to your dungeon design. Sure, you can build huge rooms, but it just might be more effective to break things down into smaller modules. All creatures (not counting imps - they're loyal to the core) need a task (their job), easy access to poultry, gold pieces, and a musty bed. If you place the essentials too far from their work, efficiency will most certainly dwindle.
- * Remember, you get a 10 percent productivity bonus the first time you slap a creature. You'll also get another 10 percent bonus if you drop the creature right where you want him to work - you see, creatures don't like to think for themselves too much if they don't have to.
- * If you find the outer reaches of your dungeon (especially the guard rooms) empty too often, perhaps you should move some vital services closer. A small lair, guard room, and hatchery is great to have right next to a portal.
- * If you don't provide tasks for your creatures, they'll get unhappy. Building a casino or dropping them in a temple can help out those creatures who are temporarily task-free.
- * By highlighting a creature, you can see his name, current task, health, and happiness in the text bar at the top of the screen.
- * While a gem tile is a great because of its inexhaustible resources, don't keep it tagged for too long. Gathering funds is a high priority for your imps, and you might find a horde of imps concentrating purely on the gem vein rather than reinforcing your walls and scuttling away with bodies.





- * You'll want to get into the habit of dropping imps near tasks you want to get done (reinforcing walls, claiming territory, dragging off bodies, digging out a room, and so on). Three imps dropped next to each other can make quite a speedy team.
- * Using the creature panel is vital to managing your creatures quickly (especially imps). Remember, you can left click several times (even on multiple creature types) to create a right-click drop queue.
- * Every once in a while, drop all your imps in the treasury. That will force them to immediately drop their load of gold pieces (they'll only come back and drop their load off on their own once their little sacks are filled). You might find a small fortune stuffed in their little Obi-Wan Kenobi robes.

RANDOM THOUGHTS ON COMBAT

All your planning, building, and creature management is really just building the foundation for a good old assault on whomever your current nemesis might be (be he keeper or Lord of the Land). Your creatures can handle themselves well in combat, but to really turn the tide in your favor, you must step in and offer your dastardly wisdom.

What follows are a few tips and strategies to get the most out of your fighting forces.





- * First and foremost, prepare your minions for battle! That means training and combat in the pit. Raise your creatures' levels as high as you can in the preparation time that you have.
- * Second, take care of your creatures! Dungeon Keeper 2 isn't an RTS in which you can just build more troops - all your warriors are vital, and if one is wounded, get him out of there and back to the safety of his lair. Once the dust settles, be free with your healing spell to rejuvenate your followers. Remember, they will also gain valuable experience in combat, so helping them to live to fight another day is an investment in your future as well.
- * If you must drop a bunch of fighters into a battle, drop the mistresses and goblins in first (they recover the quickest). You might also want to cast a thunderbolt spell on the leading enemies to drop them for a few precious seconds.
- * Keep in mind your minions' class as you assemble a strike or defensive force:

Blocker: These warriors will stand their ground and attempt to hold back any advance.

Blitzer: These fighters will rush the enemy lines in an attempt to punch through and get to the support fighters.

Flanker: These kindly fighters will attempt to flank and get behind the enemy and attack from the rear (which is a very good thing, indeed).

Support: These fighters are no good in a mano-a-mano battle, but they do have ranged attacks and can dole out quite a lot of damage from afar.





- * Practice building and dropping an effective strike group. The order you click on creatures on the creature panel is the order in which you will drop them.
- * When you reach the Lord of the Land, concentrate your energy on him and ignore any support he may have - after all, once you drop him, you'll get a social call from Horny.
- * The turncoat spell is one of the most useful in the game. When you see an advancing attack party, cast the spell on the mightiest warrior. You'll totally throw his group in disarray and may even take out a few members.
- * Take possession of one of your better blitzers and punch through the line yourself and take out as many of its support fighters as you can (you'd be surprised at how easy it is to break past the enemies in first-person mode).
- * If the battle is on your turf, help out a bit. Set up a forward force of blocker and support troops and drop flankers and blitzers behind their lines.
- * A good balance for repelling an invading force is a mixture of blockers and support. Practice assembling this combat team quickly by clicking on the creature panel and building up your force with multiple clicks.
- * The My Pet Dungeon mode is great for practicing your offensive tactics - since you can trigger a single hero invasion at any time, you can really practice and develop your own fighting style.





Chapter Two - The Netherworld Beasts





You'll have the opportunity to command quite a nefarious bunch of netherworld beasts... and if you play your tarot cards right, you'll even be able to convert some of the forces of good over to your far more "pure" cause.

CREATURE TABLE

This table offers up an easy reference for the forces of evil (aka your meal ticket):

Creature	Health	Speed	Threat	Attack Damage	Fight Style	Spells	Job Class	Attraction
Imp	500	1.84	2	30	Nonfighter	None	Scout	N/A
Firefly	1,000	1.12	8	130	Flanker	None	Scout	N/A
Troll	1,000	0.6	20	130	Blocker	None	Worker	Workshop
Warlock	1,000	0.6	20	130	Support	Fireball, heal, firebomb	Thinker	Library
Dark elf	1,000	0.7	20	140	Support	Arrow, knives, guided bolt	Fighter	Treasury, hatchery, lair, guard room
Goblin	1,500	0.7	37	170	Flanker	None	Fighter	Lair
Salamander	1,500	0.6	45	200	Flanker	Fireball, spit	Fighter	Treasury, hatchery, lair, training room
Skeleton	1,500	0.7	60	280	Flanker	None	Fighter	Prison
Rogue	1,650	0.7	80	400	Flanker	Invisible	Scout	Casino
Mistress	2,000	0.7	107	480	Blitzer	Lightning, freeze, hailstorm	Fighter	Treasury, hatchery, lair, torture chamber
Vampire	2,500	0.7	107	666	Blitzer	Slow, drain, raise dead	Thinker	Treasury, hatchery, lair, graveyard





Creature	Health	Speed	Threat	Attack Damage	Fight Style	Spells	Job Class	Attraction
Bile demon	6,000	0.4	120	525	Blocker	Gas cloud, gas missile	Fighter	Hatchery, lair, workshop
Black knight	4,000	0.5	213	400	Blocker	None	Fighter	Treasury, hatchery, lair, torture chamber, combat pit
Dark angel	3,000	0.7	280	840	Blitzer	Firebomb, hailstorm, skeleton army, disruption	Fighter	Treasury, hatchery, lair, training room
Horny	6,000	0.8	560	700	Blitzer	None	Fighter	N/A

Note: Some of the fight styles here may not match up with the combat class ranking in the DK2 manual - this table is more up to date and accurate than that printed in the manual.

CREATURE OVERVIEW

Here's a more-detailed look at each of the beasts that you may wind up controlling and, more specifically, how you should play them.

IMP

Fight style: Nonfighter

Speed: Very fast

Imps are your little magical right-hand men. They will do your bidding, and when not told explicitly what to do (by being dropped near a task), they will find something to do on their own. They claim tiles, dig, reinforce walls, mine gold, and collect the captives and corpses for you. You don't want imps anywhere near a combat situation, but be sure to drop them in after





the smoke has cleared to harvest the bodies. If you run low on mana, you can drop a few into the dungeon heart for a little mana pick-me-up. There may be times when you don't want imps scurrying everywhere and claiming tons of territory for you (that might alert the enemy), so it's a great idea to build a room with a locked door to house the little fellows (they don't need any of your dungeon's amenities to survive). Then, you can simply grab 'em and place 'em when you need 'em.

FIREFLY

Fight style: Flanker

Weapon: Tail blast

Speed: Fast

Attracted by: N/A

The firefly is most useful as a scout in the early game, and it can fly over hazardous terrain such as lava well before you have stone bridges at your disposal. If you break out into an open cavern, possess a firefly and quickly speed through the newly discovered area to reveal it on your map.

TROLL

Fight style: Blocker

Weapon: Hammer

Speed: Medium

Attracted by: Workshop

Trolls are quite lame in the combat department (in line with the firefly), but they are the workhorses of your trap factory. Build a large workshop (with a door!) near your main lair and hatchery, and you'll attract a few trolls to





toil away for you. Don't use them in combat unless you absolutely must. Slap them each once and be sure to lock the door of the workshop when you want them to focus on their work.

DARK ELF

Fight style: Support

Weapons: Arrow, knife, guided bolt

Special skill: Sniper skill

Speed: Medium fast

Attracted by: Hatchery, lair, treasury, guard room

Dark elves have a very limited use in the game and can die quite quickly if you don't take advantage of them properly. Yet a good force of these nasty elves can really be an asset to a skilled keeper. Build a guard room near each portal (ideally, before you claim the portal) to attract the elves. Be sure you never stick them in the front line of a melee, but use them in their support role. They are also very good for ranged attacks across lava (you'll find quite a few situations like this in the campaign game).

WARLOCK

Fight style: Support

Weapons: Staff, fireball, heal, firebomb

Speed: Medium

Attracted by: Library

Warlocks supply the grist to your magical mill - give them a big enough library, and they'll invite their friends and have a grand time researching spells for you. Warlocks are great for behind-the-lines support fire, but





don't toss them right into the battle, or they'll be easily dropped. Besides, they require a few seconds between spell casts, during which time, they are totally vulnerable. You can do a lot of damage against enemy wizards by possessing a warlock and going into battle yourself. You'll soon discover you can sidestep their fireballs in first-person mode.

GOBLIN

Fight style: Flanker

Weapon: Short sword

Speed: Medium fast

Attracted by: Lair

Goblins don't excel in anything, but trained well and used in groups, they'll prove quite a useful fighting force. Be sure to drop them into the training room as soon as you can. In the early lands of the campaign game, they are a great tool. Posses one and use it to break down enemy doors (and then get out of there!).

SALAMANDER

Fight style: Flanker

Weapons: Spit, fireball

Speed: Medium

Immunities: Lava

Attracted by: Hatchery, lair, treasury, training room

Salamanders are a good basic resource to have on your side. While only slightly more sturdy than goblins, their ranged attacks can be quite potent when they are trained to combat effectiveness. Their immunity to lava also





makes them a great creature to posses. Use them to explore the caverns of your expanding realm. If you can manage it, place a small lair near the lava for them - it will make them much happier.

SKELETON

Fight style: Flanker

Weapon: Sword

Speed: Medium fast

Immunity: Fear

Attracted by: Prison

Skeletons are a great resource, and you should most certainly attempt to grow a sizable horde of these creatures. Of course, that means beating down your foes and throwing them in your prison to rot and die, but we said this would be fun, didn't we? As soon as a skeleton is reborn from the putrid corpse of one of your foes, drop it in the training room to begin increasing its skills. Skeletons aren't afraid of anything, so fear traps or the threat value of an enemy means nothing to them. They also need nothing from you: no sleep, food, or gold. That makes them a great front-line troop. Build a locked training room near the invasion area and drop your skeletons in there for a workout. They'll stay there until you need them.

ROGUE

Fight style: Flanker

Weapons: Dagger, invisible

Speed: Medium fast

Special skills: Pick locks, steal gold

Attracted by: Casino





The rogue is a unique creature, and you must do some experimenting to see if his techniques work with your style. He should never be used as part of a large battle force, but instead should be sent instead on solo missions. Drop him at the edge of your claimed realm and watch him weave his way through locked doors into your enemy's dungeon. He disdains combat, but is great for exploring and opening doors. In multiplayer, he's great to possess. Turn him invisible and explore your enemies' realms.

MISTRESS

Fight style: Blitzer

Weapons: Cat claws, lightning, freeze, hailstorm

Speed: Medium fast

Attracted by: Hatchery, lair, treasury, torture chamber

These lovely lasses are a great resource. Unfortunately, you never seem to attract enough of them. They hang out in the torture chamber (that's their work, but they truly make their vocation their vacation), so you must drop them into the training room and combat pit to get their effectiveness up. Early in the game, they are quite a force, but they can fall a little too easily when the battle gets intense. If possible, lure the forces onto your territory and then drop in your mistresses behind the battle to attack from the rear.





VAMPIRE

Fight style: Blitzer

Weapons: Slow, drain, raid dead

Speed: Medium fast

Attracted by: Hatchery, lair, treasury, graveyard



45





Vampires will rise from the bodies of your slain minions once they are placed in your graveyard. These are some of the best creatures you can attract, since they are fearsome in combat, can be reincarnated after getting killed, and are excellent researchers in the library (though they might show up too late for anything other than upgrade research). Their only real weakness is the goodly monk - if a vampire is killed by one of these, he will not rise again.

BILE DEMON

Fight style: Blocker

Weapons: Gas cloud, gas missile

Special skill: Like to throw dwarves

Speed: Slow

Immunity: Poison gas

Attracted by: Hatchery, lair, workshop

Bile demons are slow, off-gassing brutes with not even an ounce of charisma. They're moody, demanding, and rarely happy, but they are as tough as they come. If you can provide a nice little world for them (packed with plenty of chickens), you'll find them quite useful in the workshop. While slow moving, they are an immovable force when it comes to the battlefield. A pair of bile demons (or more, if you can manage it) are a great foundation for an invasion force.





BLACK KNIGHT

Fight style: Blocker

Weapon: Sword

Speed: Slow

Attracted by: Hatchery, lair, treasury, torture chamber, combat pit





Black knights are functionally equivalent to the knights that you'll battle on the good side of the realm. The only problem is that you'll encounter knights in shiny plate mail well before you have any black knights to back you up. Once you do manage to lure these creatures into your dungeon, waste no time training them to crack combat ability. Drop them in the combat pit and feed them a supply of goblins as fodder. They'll raise their skills quickly. Several black knights, paired with a few bile demons, can make a punishing front line.

DARK ANGEL

Fight style: Blitzzer

Weapons: Disruption, hail storm, skeleton army

Speed: Medium

Attracted by: Hatchery, lair, temple

The dark angel is one of the crown jewels in your advanced fighting force. When you are in between battles, place him in your library if you haven't yet researched all you need. If you don't need your dark angels for research, build up their combat abilities in the training room and combat pit (they'll win nearly every time). Once trained, drop them behind the lines in a battle to unleash a serious can of evil whoop-ass on your goodly foe.

HORNED REAPER (A.K.A. HORNY)

Fight style: Blitzzer

Weapon: Custom-made scythe

Speed: Fast





I wouldn't really count Horny as one of your minions. In fact, I think I'd call him your boss. But, from time to time, it's good for the head man to come down, roll up his sleeves, and get dirty in the trenches. If you've earned a summon reaper spell (one of the pieces of the Horny icon on the bottom right of the screen) in a land, you can summon him in the next battle. Horny will make a beeline for the greatest threat, and he's a great tool to call upon just before you launch a major offensive. He'll carve up your enemy pretty well during his temporary visit and should let your forces come in and clean up the mess.



Chapter Three - The Heroes





What follows is a brief tome illuminating the rather pathetic forces of good. These unnaturally clean and fresh creatures are listed from the least nuisance up to the largest headache. Take care to dispatch the useless and be sure to torture those rare heroes who are actually in possession of some decent fighting acumen.

If you find yourself gathering up a nice little cadre of converted good guys, be sure to build them their own small lair and hatchery. Once built, drop them in the lair, and they'll make their home there. This will keep them more content than if they had to bed down with the foul off-gassing of your bile demons.

HERO TABLE

This table offers up an easy reference for the forces of good (aka your meal).

Hero	Health	Speed	Threat	Attack damage	Fight style
Dwarf	1,000	0.9	20	130	Flanker
Elven archer	1,000	0.7	20	140	Support
Wizard	1,500	0.6	30	170	Support
Monk	2,500	0.6	30	150	Flanker
Fairy	1,500	0.8	45	220	Flanker
Thief	1,500	0.6	45	230	Flanker
Guard	3,000	0.5	120	400	Blocker
Knight	4,000	0.5	213	400	Blocker
Giant	4,000	0.5	160	450	Blocker
Royal Guard	5,000	0.5	160	500	Blocker





HERO OVERVIEWS

Conversely, from the previous chapter, this is a more-detailed look at the humans and demi-humans you'll most likely defend yourself against should they come a-knockin'.

DWARF

Fight style: Flanker

Weapon: Pickax

Special skill: Tunneling

Speed: Fast

Weakness: Hated by Bile Demons

Dwarves are the "imp equivalent" for the lowly forces of good. When your dungeon walls have been breached, you can bet your last chicken that there is a Dwarf responsible. Fortunately, they fall easily, even under the meandering blows of a Goblin, and they can indeed be transformed into Skeletons.

ELVEN ARCHER

Fight Style: Support

Weapon: Bow

Speed: Medium

Elven Archers are deadly accurate with their bows from a support position, but they are also very easy to drop once they taste the sting of your blade (or spell or whatever). They don't offer you all that much, so don't waste





your time converting them - simply allow them to rot in your Prison and transform into the far-more-useful Skeletons

WIZARD

Fight Style: Support

Weapon: Staff, Fireball, Firebomb

Speed: Medium slow

Wizards are the goodly equivalents of your Warlocks. They will always stay to the rear of enemy assaults, but you will often find them guarding areas alone (this is when you should possess a Warlock and take him out). If you capture a Wizard, and still have some spell research left to do, drop them into the Torture Chamber and convert them to your cause, then drop them into your Library - they make much better researchers than your own Warlocks.

MONK

Fight Style: Flanker

Weapons: Heal other, Haste, Armor, Heal self

Special skill: Throwing imps

Speed: Medium slow

Monks are interesting fellows. While they don't dish out too much damage, they have quite a constitution, and it can take a lot to topple one of these sequestered holy men. Their main calling is to rid the netherworld of Vampires, and they do twice the damage on your toothy friends. Also, if they kill a Vampire, it cannot reincarnate itself. It's only poetic justice that once captured, you allow them to rot in Prison and turn into Skeletons.





FAIRY

Fight Style: Flanker

Weapon: Fireburst

Special skill: They can fly

Speed: Fast

While Fairies are small and petite (and can't take that much damage), they can dole out quite a punch for their pixie-like cuteness. Since they can fly, they will often seek other entrances into your dungeon, and you might soon find yourself fighting a battle on two fronts.

THIEF

Fight Style: Flanker

Speed: Medium

Thieves aren't any kind of offensive threat at all. They operate on another agenda completely: separating you from your hard-dug gold pieces. If you see a Thief in an invading party, be sure to take him out before he can get too close to any of your treasuries. More of a nuisance than anything, but a Keeper does have a right to his gold, after all.

GUARD

Fight Style: Blocker

Weapon: Sword

Speed: Slow





These are your basic dungeon fighters... the functional equivalent of those nameless dudes in red shirts who always got sent down on away missions in Star Trek. They put up a good fight, and have quite a solid constitution, but their slow speed and less-than-devastating attacks make them easy marks for your minions.

KNIGHT

Fight Style: Blocker

Weapon: Sword

Speed: Medium

Whenever you discover a knight advancing on your dungeon heart, rejoice! Just think of how he'll whimper on the rack or the wheel. Kept well fed, he'll eventually break his allegiance to his pathetic lord and join your minions. He's quite a capable fighter and will stand even more punishment than your own dark knight. Just remember this: a knight isn't too effective when he's continually dropped to the ground by a thunderbolt spell as he's being set upon by a horde of skeletons.

GIANT

Fight Style: Blocker

Weapon: Club

Special skill: Throwing imps

Speed: Slow

Giants are large, stupid, lumbering brutes that have let their clouded ignorance be swayed by the sweet promises of the Lord of the Land. More than anything, giants should be seen as resources. Torturing a giant into





fealty to your realm will be chickens well spent. Beware, these creatures will make short work of your doors and other obstacles and will hurl your little imps about with abandon. When swarmed, though, these brutes can easily be dropped and imprisoned. You'll find things much easier if you can manage to tackle a giant on his own, rather than in a crowd of attacking foes.

ROYAL GUARD

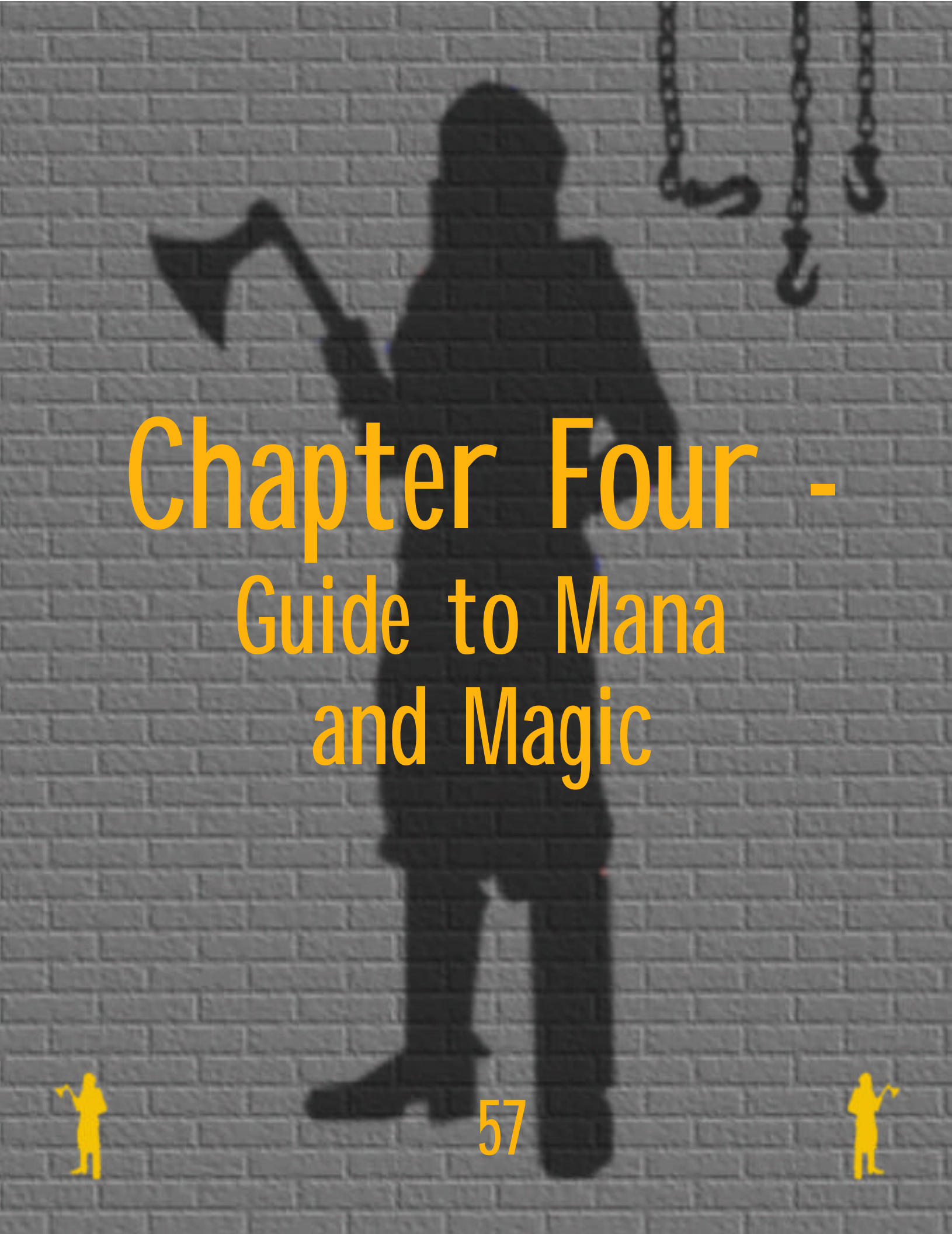
Fight Style: Blocker

Weapon: Sword

Speed: Slow

Royal guards will appear later in the campaign game, and can be seen as bodyguards for the Lord of the Land. These fearsome warriors dole out a massive amount of damage with each hit, plus they are nearly as hard to drop as your own bile demons. Of course, if you're a good keeper, you see the delicious opportunity of capturing one of these loyal yes-men and subjecting him to the pleasures of your mistress. After a few hours of begging for his life, he'll gladly serve your more "noble" calling.





Chapter Four -

Guide to Mana and Magic





Mana is the unseen energy that crackles through the very bedrock of your realm. This magical power can be captured and held deep within your dungeon heart. You may then draw upon this reserve of power to cast spells and control your minions (not to mention protect your dungeon!). You'll want to keep a careful eye on your pool of mana - it is shown on the upper left corner of the screen (the maximum reserve you can have is 200,000). As is often the case in the heat of struggle, you'll find that you never have enough mana when you need it, and you'll have plenty when you don't.

You accumulate mana from the following resources:

- * You'll earn one point of mana per turn for each tile of claimed path in your dungeon. You'll also earn one point per turn for each tile of reinforced will in your dungeon.
- * When you build a temple and command your minions to worship there, you will earn additional mana. Thinkers (such as warlocks and vampires) will earn the most out of your horde, but converted followers will earn twice the mana when they worship.
- * If you can find a mana Vault and claim it. Then, you can get a constant influx of fresh mana - what could be better?
- * You may also run across a magical item that increases mana. Once you claim it, click on it to release the mana.





You will burn mana in the following areas:

- * Casting spells. Generally, the more powerful the spell, the more it will cost you. Some spells, like possession, will also consume mana over time.
- * Sustaining imps. While imps don't eat or sleep, they do feed on your mana pool. Your dungeon heart can sustain four imps with no mana cost, but any additional imps will be a drain.
- * Sustaining Horny. When you call in the horned reaper, he'll surely suck your mana pool dry.
- * Traps. All your traps are powered by mana. For some traps, that might mean a constant drain and for others, only a quick withdrawal is needed when the trap is activated.
- * If you die while in first-person view, you'll be taxed a heavy mana penalty to retrieve your essence from the fallen creature.

SPELLS

The best way to get familiar with the various spells in the game is to simply practice casting them. Set up a My Pet Dungeon session, and you'll have the ability to research all spells to their fullest. This will give you a great chance to get a feel for what works and what doesn't within your own style of dungeon keeping.





What follows are some hints and tips for many of the spells in the game to help you make the most out of your own personal mana withdrawals.

CREATE IMP

This is the first spell you'll research and with good reason. You'll need a good cadre of imps to help speed up your dungeon building. You can have a baker's dozen of imps available at any one time, and my advice is to summon all you can as soon as possible. You'll be surprised at just how quickly work will get done, especially the needed, but time-consuming, task of reinforcing your walls.

POSSESSION

Taking control of one of your minions is one of the most powerful abilities that you have. Once in possession of a creature, you'll be stronger and might have access to additional abilities (for example, turning invisible when you possess the rogue). This is a great tool for going in and taking down enemy doors, sentry cannons, fear traps (as a skeleton, of course), and barricades. You can also build up a fighting party by tapping the 7 key and clicking on any highlighted creatures. They will then follow your anywhere. While you don't have the best tactical control from this mode, you can sure do some serious hit-and-run damage.

THUNDERBOLT

Early in the campaign game, you can use this spell to drop the Lord of the Land, but in later lands, this doesn't do all that much damage. What it does do is drop your foe for a few seconds. Used in conjunction with a fighting force, it's a great tool. Your minions will do more damage to a prone foe





than one who's up and attacking. This spell, plus a goblin or two, can do a good job on a giant. You can only cast this spell in your own territory, however.

HEAL

The heal spell is great during the course of battle. Zoom in so you can get a good glimpse of the health of your minions, and when one drops less than 50 percent health, heal it up. You might burn lots of mana, but for a crucial battle, healing your forces mid-battle is a great tool. Once the battle is over, save your mana and let your creatures heal naturally, unless you've got to get them ready to fight again quickly. You can also heal your prisoners in the torture chamber. While it's most economical to feed them chickens from your hatchery, you might not have time for all that grab and drop business, if you've got other duties to attend to, so the mana cost is worth it in terms of time saving.

SIGHT OF EVIL

This spell lets you see, for a short time, the lands that are shrouded by the fog of war. Using this spell will help you plan your attack, estimate your opposition, and find paths to things such as hero gates and mana vaults. Don't go too crazy with it, though, because you'll find yourself burning through an ungodly amount of mana in a short time.

CALL TO ARMS

This spell lets you drop a flag (even in enemy territory, which is a god-send), which will summon your forces (though not the ones in the furthest reaches of your dungeon). This is a great tool to muster your forces before





an attack or to lead them into enemy territory. It's also great when you receive the sickening message that your dungeon heart is under attack. Be careful when using this for a major offensive, though. Your creatures will just flock to the flag and ignore their tactical duties.

TREMOR

This is really a special-purpose spell. Since you can cast it anywhere (even on enemy territory), it's great to create a diversion, but only for a few seconds. The best use of this spell is to tear down the fortifications of your enemy's walls before breaching his dungeon. After using this spell, your imps can tunnel through very quickly.

TURNCOAT

This is one of the most useful spells to break up the form and order of an enemy attack. Simply cast this spell on the strongest fighter in the party, and he'll become an enemy for a time. The whole party will go into disarray as it battles amongst itself. If you're lucky, the turned foe will drop a few of his friends before he gets his senses back.

CREATE GOLD

Depending on your environment and current mission, you may or may not need this spell. It's essentially a trade-in of your mana for gold. If you cast it within your treasury or dungeon heart, you'll make a direct deposit.





INFERNO

This spell costs a lot of mana to cast, but it sure does look pretty when the wall of flame engulf your foes. Sadly, it doesn't do nearly as much damage as it looks like, and it won't even slow down an advancing party. I've found that the best place to cast this spell is when the invading party is all bunched up as it tries to hack its way through a door or trap. You'll do maximum damage, then, and can soften your enemy up a bit before your bring in the real bad boys.

CHICKEN

This spell turns an enemy into a chicken for a short time. While your fighting forces won't stop to kill a scrambling chicken, you might get lucky if one of your creatures is hungry (the bile demon seems hungry all the time) and gobbles up the little morsel. The main use of this spell is to take the toughest foe out of the battle for a little while, so you can drop some of his friends first. It also works great when you find an enemy keeper in possession of one of his minions, running rampant through your dungeon.

SUMMON HORNY

As mentioned previously, this spell will suck up huge amounts of energy, so use it wisely. Also, don't waste mana or time by casting it deep in your own dungeon. Cast it at the farthest reaches of your realm to give Horny the shortest path possible to his prey. It's also a good idea to run in first, in possession mode, and knock out any doors in his way. That way, Honey will maximize his time for you. It's good planning to send Horny in first, just before a major assault, and follow up with your own horde in battle formation.





THOSE LITTLE GOLD BOXES

As you explore the unclaimed areas of your dungeon, you will occasionally find, tucked into some dark nook somewhere, a mysterious gold gilt box with a question mark emblazoned on the top. This is what we keepers call a "special," and it's a very wicked thing indeed.

To use a special, you must claim it first. Often, they will be in difficult-to-reach places, so use your best dungeon-building skills to get your imps over there to claim the prize. Once claimed, you can move your pointer over the box, and you will then be told what kind of special it is. Once you click on the box, you will activate it, and it will disappear. If you leave the box on claimed land (and don't activate it immediately), your imps will carry it to your library, where you will find it floating above a research lectern. Below, you'll find a quick overview of the various specials you may discover hidden in your realm:

INCREASE LEVEL

This will increase the fighting level of all your minions. Don't use it immediately, but first make sure that you've at least raised all your fighters to the fourth level in the training room. If you discover that you are the focal point for a massive attack, however, you might opt to use this magic.

CREATE IMPS

This will create a new bunch of imps for you, which is a very good thing. Go ahead and use it right away. The only hesitation might be if you are





short on mana and involved in a mana-intensive battle - if so, hold off for a little while (you won't have time to manage these new imps anyway).

INCREASE MANA

This will give you a burst of mana in your mana pool. Be sure to save this for when it really counts, like those moments when you are in the heat of battle and need a mainline of mana to cast the decisive spells.

INCREASE GOLD

Like the increase mana special, this nice little item will spill some new-found gold into your coffers. Of course, the frugal keeper would save it for a rainy day, but the choice is up to you.

MAKE HAPPY

This sends a wave of happiness wafting through your dungeon (just like the smell of mom's home-baked cookies!). Only use this if you've got an attitude problem with your forces, or if you are in the midst of a major battle (happy minions are better fighting minions, after all).

FORTIFY WALLS

This item lets your imps fortify walls in lightning quick time. Save it until your dungeon is in place and ready to be fortified. Then watch your little buddies go at it (it's also a great tool to fortify the walls of a just-discovered abandoned dungeon).





UNFORTIFY WALLS

This is a great special to use on an opposing keeper to make his dungeon more like Swiss cheese than an impenetrable keep.

MAKE UNHAPPY

This is another special to use upon your favorite enemy keeper or hero realm. You'll find that opposing forces are far less effective in combat when they get grumpy about any little thing. Save this and use it just before you major assault.

HIDDEN LAND

This special will unlock a secret land, assuming you win the current land. Use it as soon as you claim it (because you don't want to forget about it, do you?).



Chapter Five - Protect your Dungeon





W hew! We've covered a lot of ground so far. I never promised that being a keeper would be easy. There is one more school to attend, though, so please bear with me. You've mastered the art of laying out your dungeon, mustering your forces, and burning mana in the most delightfully evil manner possible. But still, one thing is missing. What would any self-respecting dungeon be like without some traps (to both terrorize and tear through flesh)?

The best way to get a feel for doors and traps is to experiment. As I've said before, My Pet Dungeon is a great place for this, um, research. Many traps work very well in combination with other traps and doors. Experiment, so that you can create some combinations and layouts that work well for you. Following is a list of some strategies to help you get the most bang for your trap buck:

- * Experiment with using one trap to protect another. Try putting a freeze or lightning tarp in a niche in the wall with a sentry trap ahead. As the creature rushes the cannon, it'll get zapped by the other trap.
- * Generally, traps work better in confined spaces like corridors. If you put traps in a large room, foes might just run past. Of course, you could put up some barricades to slow them down a bit.
- * Try sticking a few sentry cannons on a row in a short corridor. While one sentry trap won't take out a hardened foe, the attrition doled out by a line of traps will certainly slow the advance.
- * Hide a boulder trap behind a door (a wooden door works best, because you want them to break it down). It's such a nice surprise!





- * Place a lightning trap near a water access to your dungeon. No one likes getting a blast of electricity while knee deep in stagnant water, do they?
- * Use multiple trigger traps to coordinate a massive onslaught of several traps at once.
- * Use the boulder trap in conjunction with the freeze trap. Nothing smashes easier than a frozen, stationary hero.
- * Place long-range traps (like the sentry cannon) on isolated islands in lava pools. Build a bridge to get there, claim the land, and place the trap - then sell the bridge.
- * If your dungeon was breached by two or more tiles, put up some barricades quickly and hide a trap or two around the corner to surprise any unwanted guests.
- * Magic doors are great for the outer reaches of your dungeon because they combine a powerful door with a fireball (it's not all that potent of a burst, but it'll slow your enemies down a bit).
- * Secret doors are great (especially in multiplayer games), if you know how to use them. They are only really worthwhile at the edges of your dungeon, but only if you haven't already claimed the territory out in the caverns (otherwise, the enemies will already know where you are). Place a secret door and lock it (to keep you minions from wandering out and revealing your position) and then place a magic door behind it (for strength).





Chapter Six - Single-Play Variations





There are three different ways to play Dungeon Keeper 2 by yourself, depending on what kind of mood you're in:

SKIRMISH

The skirmish game is very much like a multiplayer game, except that you are playing against computer-controlled keepers rather than against flesh-and-blood competitors. Once you select skirmish, you will be taken to a set-up screen that will let you configure your play session.

You can select from the 19 multiplayer maps or have a map selected at random. The map will determine the total number of keepers in the game, but you can drop down that number by highlighting a keeper and clicking the Kick Player button.

If you click on Game Settings, you can customize nearly every aspect of the game. For more information on what's available here, see the section on multiplayer gaming.

MY PET DUNGEON

Think of this as an evil and corrupted sandbox. In My Pet Dungeon, you'll have a number of lands to choose from (you must earn a certain number of points on a land to unlock the next land). The only goal here is fun (and





the point total if you want to check out the other dungeons). You have no overt goal or time limit, and the entire research and trap tree is available to you in each game.

This is the place to go to hone your skills, experiment with dungeon design, and test out your combat and trap tactics. Off to the side of each land is a small hero lair. You can pick up heroes here and place them wherever you like, just to see what happens. In addition, there are a few buttons to the right side of the screen that will let you launch a single hero attack or an endless wave of hero attacks. No matter which option you chose, each subsequent attack will be deadlier than the last.

Happy building!

THE CAMPAIGN GAME

The heart and soul of the DK2 experience lies within the single-player campaign game. It is here, across 20 lands, that you will test your mettle as a minion of evil. You will begin the game through a series of tutorial missions, but soon, the step-by-step help will fade away as the challenge increases. Your confidence at times blusters and at other times will merely wither..

Your tasks will vary from land to land. But each and every test boils down to one key goal: you must make your evil forces the dominant force in the land. At times, this will require simple dungeon building. At other times, you must invade the keep of a goodly lord or even capture a mighty war-





rior as he attempts to sprint through your realm. To earn the accolades of darkness, you must demonstrate your prowess, cunning, and quick-thinking skills. Of course, you must also create lots of corpses as well.

During your time in each land, you will only need to research something once, and it will remain researched for the rest of the game. Make sure you research everything you can in each land (the mentor voice will tell you, "There is nothing left to research") otherwise, you must relearn what you didn't pick up in the last realm.



Chapter Seven - The Lands of Dungeon Keeper 2





Following, you will find strategies to tackle each and every land in the campaign game. Because of the free-form nature of this game, and your own preferences in dungeon building, do not take these as walkthroughs as the only way to best a level. Ideally, these strategies will give you an upper hand in your own struggles to bring the scourge of darkness over the once-fertile world.

WARCRY

Level #: 1

Land: Smilesville

Primary goal: To swarm and kill Lord Antonius

Secondary goals: First, build a 5x3 lair; second, build a 3x3 hatchery

This is the first of several tutorial missions, and you will be guided step by step through this land. Fortunately, you are seen as something of a hot prospect - a keeper to be cultivated - so your tutor won't patronize... too much.

The first task is to begin mining gold. You need 12,000 gold pieces to move on, and the first tile of gold will be highlighted for you. Simply left click with your gnarled finger to tell your imps to begin digging. There are several other tiles of gold ahead - left click on those to complete this part of your task.

Next, you will see a portal. You must still clear three tiles to get to the portal. You can click on each tile individually or simply click and drag to select



[illegible]

Once an imp has claimed the portal for you, a goblin will enter your dungeon from the smoking hole. Your next task is to build a 5x3 lair, which will offer a place for the goblins (and other dungeon denizens) to rest.





(Remember, since imps are purely magical creatures, they do not require the rest or food from your lair). First, click and drag to tell your imps to begin digging out the area. Once it has been fully excavated and all the floor claimed, you can then select the lair icon from the room menu and click and drag to create the room.

Next, you will be encouraged to follow the same procedures to create a 3x3 chicken hatchery. Once this is complete, a pair of Antonius' dwarves will breach your walls and begin an attack. They shouldn't be any trouble for your goblins - simply sit back and watch. You will notice that the imps will immediately start moving down the corridor from whence the dwarves emerged, claiming its land for your own.

Finally, you will be encouraged to tunnel north. You must dig out two tiles to break into Antonius' chamber. You can recognize him and any other lord in the game from the flowing white particles streaming from his head. Any goblins in his immediate area will begin attacking him. You can toss more goblins into the fray by left-clicking on the creature icon and then left-clicking again on the goblin picture. This will place a goblin in your hand, and you can right-click on any tile owned by you to drop him down.

As you've no doubt noticed, dropping a creature doesn't hurt them, but it stuns him for a few seconds, so it's not a great idea to drop him right on top of a battle, but rather a few tiles behind. It's a truly rewarding sight to see the goodly Lord so swarmed with your little green minions he can't even swing his sword. Soon, he'll just crumble.

After you fell the lord, you will receive a house call from the flame-stepping Horny, who has come to claim your first portal gem.





ENCHANTMENTS

Level #: 2

Land: Sing Song

Primary goal: Kill Lord Darius

Secondary goals: First, build a library to attack a warlock; second, build a training room to enhance the fighting abilities of your goblins

Since this is a tutorial mission, you will once again be guided by the game's training system. Still, there are a few helpful hints to make this an even more decisive victory for you.

First and foremost, mine out some gold. This dungeon will get expensive. Simultaneously, start clearing an area for a lair. If you've got enough gold, try to make it at least 4x4 in size, since you'll want a good horde of goblins on your side. Don't forget to build your hatchery as well. You must feed the peckish little gobbies (for this dungeon, the minimum size of 3x3 will work just fine).

As soon as the infrastructure is in place, build a library - the minimum size of 3x3 isn't quite big enough. Try to go for 4x4 or 5x5 (remember, it's a good idea to build your libraries square). Soon, you'll attract a warlock to your realm, who will research the first two spells: create imp and thunderbolt. By the time the spells are researched, you'll have a good amount of mana stored up. Burn some to create a few more imps (three work well).





Your next order of business is to build a training room - try to make it at least 4x4 to maximize your goblins' fighting abilities for the impending attacks. The goblins will wander into the training room on their own, but a good keeper understands the power of suggestion. Pick up the little beasts and just drop them there - they'll get the hint.





Soon, if you've been building to the north (I'm sure you have - that's where the gold is after all), some dwarves of Lord Darius will break through. It won't take too long for your goblins to dispatch them, and as soon as they do, mine of some of the newly revealed pockets of gold.

The tutorial will highlight two tiles of rock that will break you into Lord Darius' keep - make sure you have a good horde of well-trained goblins before you make your move. Darius' dwarves will put up a good fight, but keep your eye on the battle. Once the pendulum swings in your favor, select the thunderbolt spell and rain down some electrical pain on Darius. It won't be too long before you topple the mighty lord and get a courtesy call from Horny.

GREED

Level #: 3

Land: Ramshackle

Primary goal: Kill Lord Avaricious

Secondary goals: First, build a treasury to store gold; second, build a workshop to begin crafting wooden doors and sentry traps

Once again, you'll be guided by the training narration through most of this mission. Of course, the first order of business (contrary to what the voice may tell you) is to build a lair (4x4 works well here) and a hatchery (4x4, again).





Connect to the portal to start the flow of beasties into your dungeon. Soon, you'll get word that you have fireflies. These flying creatures have their own light source and do a great job of auto-scouting for you (and they don't need to much in the way of creature comforts, either).

Once you've got the portal open, go ahead and build the treasury (your dungeon heart can only hold 16,000 gold pieces). A 4x4 treasury is the perfect size for this level.

The goal of this mission is to lure the greedy Lord Avaricious into your dungeon and take him out. To lure him to you, you will must mine all the gold in his realm. This isn't too difficult - a few tiles of gold are set into the rock near your dungeon heart, but most are freestanding near the outskirts of Avaricious' own dungeon.

Before you start venturing out into hostile territory, follow the narrator's advice and build a workshop (5x5) to lure some trolls to your dungeon. Next, build a door and sentry cannon as instructed. Place the door where your dungeon opens out into Avaricious' territory and go ahead and place the cannon where told.

Soon, you'll be attacked by some lesser heroes - they may break down your door, but they'll be no match for the sentry cannon and your goblins. As soon as the coast is clear, build one or two more sentry cannons out near the water to the left side of Avaricious' dungeon, and start mining the free-standing gold.

Soon, the greedy lord will crawl out of the woodwork and advance on your dungeon. If you've got the cannons up, they should soften him up a bit.





Now, it's your turn to step in and finish the job. As the lord works to break down the wooden door into your dungeon, rain down thunderbolts on his head, and in a few moments, you'll take him out. Or, you could surprise him a bit by dropping a pack of goblins behind him as he works to fell the door - a nice little surprise, really.





SNIPERS

Level #: 4

Land: Shady Grove

Primary goal: Kill Lord Ludwig

Secondary goals: First, find and claim guard rooms; second, lead a band of warriors into Ludwig's castle

This is the first tutorial mission that is a real challenge. The voice from above will offer some initial help, but you must do some serious work to win the mission. What makes this mission exciting (or frustrating, depending on your point of view) is that Lord Ludwig won't leave his castle, even when you've found him. So, you've got to go in there and get him.

Begin your dungeon with the core infrastructure: lair (6x6), hatchery (4x4), treasury (5x5), training room (3x3), library (4x4), and workshop (5x5). You'll find plenty of gold to mine here, and the time it'll take you to build up your dungeon will earn you the maximum mana (200,000).

As you build, you'll uncover a few guard rooms. These will let you attract dark elves, which make great support fighters with their crossbows. Be prepared to have your dungeon breached a few times by Ludwig's forces. Most of the invaders will be plain fighters and dwarves, and your minions can take care of them quite easily. Once you see some knights approaching, ready your thunderbolt spell and help your beasties dispatch them.

Once you discover the guardroom to the north, you'll also discover a pair of hero portals. Get your trolls busy building a pair (or more) of sentry cannons and place them out by the portals to slow down any invaders.





You'll have to dig to reach Ludwig's castle. You can do so on either the left or right side of the lake with the portals (you can't go straight ahead through the captured portal room). Once you break through, you'll be met by a guard and a pair of sentry cannons.

Now is the time to use your newly research possession spell. Select the spell and click on a creature (the best here is a warlock or dark elf). Tap the 7 key when in first-person view and notice how other creatures are highlighted red when you look at them. Left click, and you'll add them to your group (you can see their icons at the bottom of the screen). Now, make your way to Ludwig's entrance and take out the cannons and guard. Once you enter his castle, you'll be in for quite a battle, since the alert will have been raised. Retreat back to your realm and lure the fighters and knights toward you, into the path of your sentry cannons. Right click to get out of possession mode and call up your keeper thunderbolt spell to help out.

Ludwig will probably have locked his door by now, so the best way to finish the level is to drop a few imps next to the door and select a section of wall to carve out. As soon as they break through, they'll run away.

Finally, posses a wizard and build up another team for the assault (the fire-ball is the best wizard weapon - it's the 2 key to select it). Enter the castle and concentrate your energy on Ludwig. You might kill him in this first assault. He will be weakened, however, so build up another team and take him down - he'll fall soon enough, just in time for tea with Horny.





FEAR

Level #: 5

Land: Elm Shadow

Primary goal: Kill Lord Constantine

Secondary goals: First, find and claim prison; second, create skeletons to help you.





This level introduces you to the fear trap. Unfortunately, you're on the receiving end of it and not the building end. It's your task to locate the entrance to Keep Fear and take out Lord Constantine. The only way in, however, is protected by a number of fear traps, which will send your minions bolting in the other direction.

This is really a pretty easy level, once you know what you're up against. First, start out by building a lair (4x4), hatchery (3x3), and library (3x3). You might also want to build a training room, but it isn't necessary. The gold is sparse in this level, so keep your eyes on your coffers and mine out more before you get too low.

Next, dig out to the south. You'll see some gold veins and bedrock that you can't dig through, but will guide you. It won't take long for you to discover a pair of wooden bridges that lead to a rather nasty prison. It'll take a few minutes for your imps to claim the prison as your own.

Just about that time, you're sure to be visited by an invading force. It won't be too difficult dispatch them, and your imps will drag the stunned foes to your new prison. The care there isn't the best we've seen, and soon your prisoners will start dying off, only to be replaced by undead skeletons.

Fortunately, these skeletons are fearless (they are dead, after all). Grab one and drop it out of the prison and use your possession spell to jump inside for a ride. Head past the prison and toward your left, and soon the fog of war should clear. Then, you'll see one of the entrances to Constantine's keep. Hack your way past the fear traps and deep into the castle to the hero portal. Constantine will appear, and it won't take them too long to take you down - at least try to get a few licks on the mighty lord before you end up as just a pile of bones.





Once your skeleton is felled, the lord and his cohorts will start a full-scale invasion of your dungeon - and that's exactly what you want to happen. Let them enter your dungeon and start dropping all your fighting creatures into the room with the lord. Now, call up your thunderbolt spell (you've no doubt got plenty of mana to burn by now) and help out your little goblins and warlocks by raining down lightning upon the poor lord. It won't take too long for his knees to buckle and Horny to pay you a visit. In this level, you'll not only retrieve one of the gems, but you'll also get the first quarter of the horned talisman.





BESTIED

Level #: 6a

Land: Sweetwater

Primary goal: Assault the front gates of the castle and kill Lord Ironhelm

Secondary goals: First, capture and convert his minions; second, find hidden passage into castle

Note: This is the frontal assault of Lord Ironhelm's castle

This land is quite challenging and opens you up to several different tactics. To truly succeed here, you must keep a vigilante eye on many fronts at once and micro-manage your dungeon as well.

You'll begin with a fairly stable dungeon already in place, but no portals to attract new creatures. You'll also notice that bedrock makes up most of the walls of your dungeon, so you'll pretty much have to operate with what you've got. Considering that the front entrance of Ironhelm's castle is heavily guarded, this will present you with quite a management challenge. The approach that follows is only one possible way to attack this challenge, and it is a hybrid of the two primary tactics of frontal and sneaking assault.

First and foremost, you must protect your guard room, since you'll be pestered by quite a few small scale invasions on that front while you plan your master strategy. Get your workshop up and running and place a few sentry cannons in the open area past the guardroom. That will help out quite a bit.





Make a party of a few skeletons from your prison and head south across the water is the main entrance to Ironhelm's castle. Use the skeletons to take out the fear trap there and then retreat. With the fear trap gone, you can build a few wooden bridges to bring your imps over, so they can start converting the land for you.

As you dispatch the small raids from the goodly lord and grow new skeletons, be sure to drop them in your training room to build up their combat acumen. Once you feel like you've got some pretty solid forces, take possession of a creature, build up a small party, and attack the main door to Ironhelm's castle

You'll have quite a battle on your hands, but you should dispatch the first wave of Ironhelm's forces (you may have to drop in a few more skeletons behind the battle for reinforcements) and even let your imps convert the first ante chamber of the castle.

The point of this attack is twofold. First, start chipping away at Ironhelm's forces and take some prisoners back into your realm. Since you don't have a portal, these prisoners are your best resource for fresh minions. Leave some in your prison to die and become skeletons and drop others (the best warriors) into your torture chamber for some working over. Keep tabs on their health and heal them or feed them chickens to keep them alive long enough to convert to your side.

Finally, send some imps digging to the right side of Ironhelm's castle. You're trying to get to the wooden bridge that is the back door into the castle. Open the path and let your imps convert as much territory as possible. Then, get ready for the attack.





You must aggravate Ironhelm's forces (a small party will do that). Then, start dropping in your undead and converted minions to keep the battle escalating. You might even want to fight a bit of a retreating battle to lure Ironhelm's forces onto your territory, where you can slow them down with your thunderbolt spell.

If you've built up enough forces, you can dispatch him fairly easily. If you weren't as well prepared as you thought and see the tide of battle slipping away from you, don't forget that you can summon Horny for a time (you must summon him on your own land, but he'll find his way to the good Lord Ironhelm in no time).

ROUT

Level #: 6b

Land: Sweetwater

Primary goal: Intercept and kill Lord Ironhelm before he can flee to his hero portal

Secondary goals: First, capture some wandering heroes; second, torture your captives to learn the location of the portal

Note: This is the surprise attack on Lord Ironhelm's castle

Rout is the alternate level to Besieged, and it offers up a very exciting play challenge. You begin with a dungeon pretty well in place, but you can dig and expand. Once again, though, you will find yourself without a portal, so you must manage and grow your forces by capture and conversion.





Your goal is to locate the hero gate and set up an ambush to stop and kill the lord before he flees. As soon as you directly encounter the lord, he'll make a beeline for his gate. It's up to you to stop him.

When this level starts, you will have just interrogated a wizard and learned where the lord is stationed (at the north of the map, a long way from you). You must capture and interrogate (by grabbing them out of the prison and dropping them in the torture chamber) two more enemies before you will learn the location of the hero gate (which is in the north east portion of the map).

The first order of business is to dig to the west - you'll soon uncover a series of wooden bridges that will lead to a number of doors. The door of primary interest is toward the north, guarded by twin sentry cannons. You'll want to possess a fighter of some sort and break down the door and take out the twin cannons. This will let your imps start taking over territory. Use your create imp spell to drop in a few more imps to speed up the process.

Don't forget to capture and torture the next two prisoners to gain map access to the portal. Once you know where the portal is, take over that territory (you must send in a skeleton or two to take out the fear traps there). Ideally, you'll want to set up a series of airlocks between the door and the portal, consisting of sets of doors with traps in between. When you think you are ready, you can even drop in some of your own minions as well.

The final step is to take control of a creature and head for Lord Ironhelm. You must smash down a few doors (use the map to guide you) and run past any foes that you encounter. Your goal is simply to trigger the Lord's exodus. Once you encounter him, your creature will most likely be killed,





but Ironhelm will attempt his escape. If you have laid your ambush well, you can slow down his progress and drop his bodyguards until you can finally vanquish the cowardly lord himself.

CAVERNS

Level #: 7

Land: Emberglow

Primary goal: 1. Kill Lord Sigmund and his giants

Secondary goal: First, traverse the caverns; second, break into and claim the old dungeon

Well, good keeper, it seems as if your victories bring you nothing more than greater challenges. This land will test your ability to maximize your forces and manage a war of attrition against an army of giants. And you thought you could take Sunday afternoon off?

Almost immediately, you'll encounter a wandering giant who will take a stab at your dungeon heart. A pair of goblins will have just entered through the portal, and they should take care of him. This game introduces the alarm trap, but don't worry too much about that. If you take an offensive posture, you can head off most attacks on your dungeon heart.

As you begin digging to build up your treasury and place a lair, you'll soon break into a rather small and pathetic dungeon, but it will offer you a great start. While you can never claim the ruined dungeon heart, you can certainly claim the rest.





As you begin building up your dungeon, keep in mind these three priorities: a large prison, a large library, and a large training room. You must be creative to carve these out of the caverns, but I have confidence in you.

As you build up your dungeon and its minions, continue to explore to the north. You'll break through door after door (and dispatch the giants, of course) as you take over more and more of Sigmund's realm. These giants are your greatest resource. Grab them from the prison and toss a pair at a time in the torture chamber and heal them well. Soon, your conquering will build up an army of skeletons and lava-resistant giants.

Some of the giants will not convert. But they will offer up information, and soon you will learn the location of the twin hero portals. You will also come to three of Sigmund's doors to the north. Prepare your creatures for an assault and break down the doors and take over the guardroom. As you blast ahead, you'll come to your real challenges. First is a wizard and three barricades. Take these out. Then, use the sight of evil spell to catch a glimpse of the room packed with giants and wizards on the other side of a lava pit.

Build a wooden bridge and create an imp on the bridge - it will immediately start taking over the territory. This is important because wooden bridges only last for a few moments over lava. (Here's a hint: you must use this trick to get to the locate hidden land treasure on this level.) But, it's enough time to get an imp over there. Once you have some converted tiles, you can just drop your creatures across the lava.





By multiple clicking, build up a good attack force and drop them in front of the door into the giant's room. They'll break it down and quite a battle will rage. If you manage your forces well, you'll take over the area. Do some digging and converting and create a small lair, hatchery, and training room here on the front lines. Use your heal spell to get your forces back into fighting shape. Next, possess one of the creatures and head north east to get to the area in front of the hero portals. Inside, you'll find Lord Sigmund and his giant bodyguards. Do not attack yet.

If you're patient, build quite a few sentry cannons facing the door to the portal and continue to amass your army (you did torture a few more giants after the last battle, didn't you?). Once your force is gathered, trained and fully healed (if you like to live boldly, drop all your fighting creatures into your new mini dungeon here), build a wooden bridge to the door, possess a giant, add an imp or two and another giant or two to your party, and go a knockin'.

As soon as you bash down the door, rush the lord and get as deep in there as you can. You won't win, but your imps will have time to claim a few tiles, and you should get a few licks on the goodly warrior.

Now comes the battle. No doubt, the remaining giants will attack. Plan your battle well, hope for the most from your sentry cannons, and use your thunderbolt spell. Once you've thinned out most of the giants, heal your forces, build a bridge again, and cast your call to arms spell near the good Lord. Your swarming attack should knock him to his knees, but not before much blood is spilled within the polished floors of his keep.





AFTERMATH

Level #: 8

Land: Snapdragon

Primary goal: First, capture keeper Dante's rooms; second, kill Lord Titus

Secondary goals: First, find and claim all scattered rooms; second, defeat the guardian wizards

Up until this point, all the levels have been pretty basic. The average player can probably beat most of the earlier levels in one attempt. At this stage of the game, though, the learning curve starts taking a definite upswing.

For starters, you're given some pretty decent, yet low-level, creatures (salamanders, mistresses, and trolls). To the north, you'll find a lair, ripe for the claiming. Just watch out for the two good guys guarding it. To the west, just past a small vein of gold, there's a hatchery (full of juicy chickens, so I'm told). Try to claim the lair first. (Your salamanders will probably pick a fight with the goodly heroes in the lair, anyway.) You must build a stone bridge to connect your dungeon heart to the lair. Organize your fighters and drop in your imps behind them. (I've found the salamanders to be especially effective fighters, although they can sometimes be a bit whiny about their needs.)

To the east lies a portal. However, the portal happens to be guarded by - you guessed it - guardian wizards. Don't try to claim the portal right away (unless you happen to like watching your creatures die swift and painful deaths).





Since one of your secondary goals is to claim the rooms left by keeper Dante, you won't really need to build that much. Save your money and focus on small, strategic attacks as you wind your way clockwise from the west. You'll be digging a lot and claiming a good deal of land. You'll probably want to conjure up a few extra imps.

As soon as you feel a little more sure of your fighting prowess (and as soon as you've captured a few more rooms, say, two to three), go back and claim the portal. You'll find one of the level's specials in this room. Of course, you can expand your little dungeon family a little more after you claim the portal.

Now, what of the hero gates in this realm? If you haven't guessed (or if you need a reminder), you can neutralize a hero gate by claiming all the land around it. What's that? The hero gate has some water on one or more of its sides? Build a bridge along those sides. Place some imps down after claiming the land around the gate. Voila! You are now the proud owner of a nonfunctional (that is, nonhero spewing) hero gate.

By the time you've made the better part of a circle through your exploration and land-grabbing, you'll be strong enough to challenge Lord Titus. Make sure you've kept your mistresses safe and trained them well like a good evil dungeon keeper because they will give quite a show (of force, that is) as your main offensive line. Also, if your mana level is high enough, don't forget to let your thunderbolts fly. If you've patiently claimed room after room in Dante's old dungeon, you'll find the remainder of Lord Titus' fighting force to be pitifully inadequate. After a blazing blitz, you'll receive a little visit from Horny, who will be more than happy to claim the portal gem for you.





AMBUSH

Level #: 9

Land: Silverstream

Primary goal: Ambush Lord Voss as he traverses the realm

Secondary goals: Attempt to capture the heroes' outposts along the way





Welcome to Chariots of Fire, dungeon style.

I'll just let you know right now, Lord Voss is an Olympic-grade sprinter. Worse yet, he's on a mission to sprint through your nether realms, from one hero gate to the other, with a portal gem in hand. Nothing, I mean nothing, is more irritating than a hero with a mission.

That's just fine and dandy, you say. How am I, a malevolent -and stationary - dungeon keeper, going to cope with this particular lord o' the land? That, my friends, is where your secondary goals come in. But first, you must build your dungeon.

You will be pressed for time (you have approximately 20 minutes before good ol' Voss starts parading through your underworld). Build economically and build quickly. Your best bet is to build a bile demon friendly workshop. Create a 3x3 workshop (minimum) and put econo-sized strip lairs and strip hatcheries (full of juicy chickens) on either side of it. You can build larger lairs and hatcheries elsewhere. Above all else, though, build a workshop. You'll also want to invest in a small training room, if possible.

Do not worry too much about keeping your creatures happy. As I mentioned, you are working against the clock. Their piddly little complaints really aren't worth considering too seriously in this situation. Besides, if they're a just a wee bit pissy, they'll be a little edgier and a little meaner when confronting the ever-intrepid forces o' goodness.

As soon as you have a small yet tough fighting force, attack the hero outpost closest to your dungeon (it will be situated to the east). After you've





destroyed the door to the guard post and claimed the area, you'll want to have a door of your own constructed as soon as possible. Don't worry about the east door of the post. Leave it intact.

Conquer the first post to the west of your dungeon heart. Be sure to destroy both the east and the west doors at this guard post. Place your own doors in their stead. If you still have time, another guard post lies even further to the west. Be careful not to let your creatures get hurt too badly, though. They'll need their strength for what's to come.

When your time is almost up, lock the doors of the guard posts you have claimed. Drop your creatures inside each post. Since they'll be locked up, you won't have to worry about them wandering off. Lord Voss & Co. will emerge from the hero gate as soon as the time runs out. The more guard posts you have commandeered, the faster he will run. (Of course, the more guard posts you have commandeered, the fewer allies he can bring with him.)

The key is to delay Lord Voss. He is as single-minded as they come, being a valiant hero and all that. His only concern is his sickening sense of duty to his liege. The more effectively he is delayed in his run, the more damage your creatures can inflict. Of course, you can always add to the damage that his lordship receives with the standard (patent pending) thunderbolt spell. If you can successfully block his passage through two of the guard posts, you can undoubtedly defeat Lord Voss. Horny will then appear to claim the gem, proving that, in the competition of the swift and the strong, it is the most evil and the most cunning that will win the race. Mwah-hah-haah, and all that.





SMASHING

Level #: 10

Land: Woodsong

Primary goal: Defeat keeper Asmodeus, and take the portal gem

Secondary goals: First, smash your way through Lord Ronin's lines to attack keeper Asmodeus; second, seek out weak spots in Asmodeus' defenses.



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I bet you think you're pretty good at this game by now. Sure, you think that you've got everything under control. Yeah, that's nice. You just keep on thinking that. This game's got a thing or two to teach you about who's in charge, just so you know. And here's a hint: it ain't you.

If you haven't guessed yet, this level is difficult. It's very, very difficult. (Or it could just be that it was difficult for me. Whatever.) In Ambush, Silverstream was your introduction to the thinking-man's style of dungeon mastery. Now, in Smash, you will be expected to work your strategic-thinking chops a whole heck of a lot more. This is not a bad thing. Honest.

So where should you start? Start building, and start building fast. Heroic forces will breach your dungeon walls if you move too slowly. You know you'll need the basics (a lair, a hatchery, and so on). You will also need a training room, a workshop, and a library. As soon as you can manage it, start setting up a solid line of defense near your dungeon heart. Remember: the spike trap is your friend. However, it's not your only friend. Your sorcerers will research the tremor spell for this level. In addition, it is possible to summon Horny in this level, if you have enough mana (100,000 units of mana, to be exact). Did I mention that you have a time limit for this level? You have about 40 minutes to get your act together, get past Lord Ronin's forces, and defeat Asmodeus. Lucky you.

While Asmodeus' dungeon is due north of your dungeon, a full frontal assault right away would prove foolish. In between your dungeon and Asmodeus is Lord Ronin leading a fortification of sylvan elves and other heroes. The good guys are busy laying siege to Asmodeus, which can work to your advantage, if you're careful.





The thing to notice here is that Asmodeus is pretty well defended against a frontal attack. This makes sense, considering his situation. If you move to the west, working up clockwise, you can attack Asmodeus where he's weakest: from the side. You must first deal with Lord Ronin's little troupe. As you come up from the west, start excavating to the north. After you claim the portal to the north, build a bridge from your dungeon to the good-guy encampment. You should also have a good bead on sylvan elves from the west. Drop weaker forces near the north, and drop stronger forces near the west. You should sweep through (with some damage, mind you) and overtake at least part of Lord Ronin's camp.





Just because Asmodeus is down, don't count him as out for a second. He still has his own array of darklings inside his dungeon, and the moment you start to threaten him, he will release them upon you. Like I mentioned previously, though, he's best prepared for a full-frontal attack. Go in from the western edge of his dungeon. If you've been conservative with your mana, you should summon Horny by this point. The moment the battle starts getting thick with Asmodeus' forces, drop Horny in and watch him go. Move your other fighters back as necessary and heal them if you can. Drop in your imps and go straight for the heart. If you've kept your northward/secondary fighting force intact, this will help your final thrust even more. Then, as a *dénouement*, our very own Horny will arrive to claim the gem and save your day. Hooray for evil.

CARNAGE

Level #: 11 (a, b, and c)

Land: Sparklydell

Primary goal: Kill all rival keepers

After that last level, a little bit of a break might seem in order. No such luck for you, my dear dungeon dwellers. But we do have, for your amusement, an interesting variety of ways you can play this level.

In this mission, you are pitted against several rival keepers, all of whom are seeking dominance over the others. Think of it as the king of the hill level. (Think of it as good practice for multiplayer!) You have your choice of one of three positions from which to play this round.





1. You can start from a well-defended position. Nearby, you will encounter weak keepers who will be easily dispatched. (A suitable challenge.)
2. You can start from a position in which you'll have lots of ground area to work with. Of course, the nearby keepers won't be nearly as weak, but you can't have it all (unless you conquer it all). (A little more interesting.)
3. You can start with a lot of strong creatures. To your disadvantage, you don't have immediate access to a portal. However, the nearby keepers do. It would be a shame if they happened (ahem) to lose their portals. (The most difficult of all challenges for this level.)

The bottom line for this level is that you must do unto your neighbors before they do unto you. While you might not be fighting time per se, you're definitely fighting the ambitions of rival keepers. Personally, I find it more relaxing to work against the clock.

If you choose the first option, you'll want to take the nearby portal, build up your basic resources, and start attacking the nearby keepers as quickly as you can. If you gauge the size (and, hence, the potency) of your rivals by the size of their dungeons on the map, then you can plot a path for easy advancement with little effort. Be sure to take the offensive.

If you choose the second option, you'll want to build up lots of power rooms (training rooms, and so on) very quickly. You must still take the offensive, but you'll want to invest in some defensive strategies as well. A good workshop is a must, as is a serviceable library. You can't spend too much time building up your resources, though. Stronger powers will try to engage in the mother of all hostile takeovers if you wait too long to make your move.





If you choose the third option, the word for the day will be "annex." You won't have the luxury of building up a lot of grand rooms. Don't worry, though. Your rival keepers will have built plenty of lovely rooms that you can use once you've stopped the beating of their infernal dungeon hearts. (Gee. I almost sounded like the dungeon narrator for a minute there.) Watch your back on this one, as you will be vulnerable until you can amass some creatures from a portal or two.





Speed and cunning are essential to this level overall. However, you aren't facing anything new. If you take the time to consider your position and your neighbors' positions, you can plot out a fairly linear plan of attack to take you to ultimate victory over these (dare I say) pretenders to the throne of evil. And, of course, the more evil you are, the more you get to work with Horny. Who wouldn't want that, I ask you?

SCAVENGE

Level #: 12

Land: Goldenglade

Primary goal: Finish off Lord Bramble's remaining forces and take the portal gem from keeper Malachai

Secondary goal: Amass an army of undead through exploration and resurrection

This level may have well been called The Importance of Being Undead. While you may have imps and a few goblins, the majority of your dungeon's stalwart protectors must be culled from those whom you capture and kill. Invest in a training room, a library, a prison, a smallish lair, and a hatchery. You won't need a workshop, a casino, or any of that, so save your hard-earned gold.

Set your imps to digging. (And dig they must.) Gather some gold and set up the basics of your dungeon. Then, set up a prison. Don't worry about building a graveyard, as one exists just to the east of your dungeon heart. You will encounter some low-level, easily conquered good guys shortly





after you begin this level. Dump 'em in your prison. This is the start of your skeleton army. You'll want a decent little shock troop of skeletons (about 10 to 15).

Early on, soon after you acquire the graveyard, start to focus your energies on creating a formidable army of vampires. Turn the imprisoning function off if you have to. Then, be sure your imps drag the dead bodies of your foes to the graveyard before they putrefy into useless remnants of blackened flesh. (Putrefied flesh won't even do the most sinister of dungeon keepers any good. Trust me.)

You must be very careful in how you use your forces, as it's not so easy to maintain an undead army of darkness. It takes far longer than you might like to create a decent skeleton. It takes even longer to create a vampire. And then, after you've gone to the trouble of creating these beasts, you must ensure that they get at least some battle training if they're to be any good to you at all out in the field. More than once, I found myself lamenting, "Oh, what I wouldn't give for a solid band of six or seven angry goblins." But this is good practice. You know what they say: practice makes evil.

Move yourself up to the north slowly but steadily. As you gain more land to the north, build more prisons and cemeteries. Beware of the guns of the north! They will wipe out your forces before you can say, "Mephistopheles." You'd be best off to possess an imp and take a little imp army to wipe out any guns that are in your way. Reserve as many of your forces as is possible.





Your final assault will be a full frontal attack on Malachai's dungeon. Build a bridge from your northernmost point to Malachai's land. His forces can't resist a large, trained, healthy army of the undead. (Then again, who doesn't find an army of the undead simply irresistible?)

Of course, you'll see Horny come to claim the gem after you've reigned victorious over Malachai. For those of you who might despair, fear not! Horny will play a more active role in your conquests very, very soon! (Insert evil music sting here.)





CONVERSION

Level #: 13

Land: Cherish

Primary goal: Crush keeper Malleus' vampire hoards and take the gem from him

Secondary goals: First, capture and convert the monks of St. Cuthbert; second, use your converted minions against Malleus' undead hoards

So, did you like having an undead army in the previous mission? Did you? Really? Huh? Wow. Well, that's too bad. You must work from a different angle this time around. It's worth it, though. I promise.

Some fans of this game may be saying to themselves by this point, "Gee, I really like the dungeon mistress. She's swell. But I don't feel like she's being properly used. I mean, she has such ample... talents." Don't fret. This level is based on conversion. And we all know that torture is the most effective way to convert someone to your cause. And who knows more about torture than the one... the only... the dungeon mistress.

Let's see. Malleus is one of your many dungeon keeper foes. He has a portal gem that you need (and you are, I assure you, far more deserving than Malleus of that gem). He has vampire hoards. Who would be most effective against a vampire hoard? A monk! But all monks are good. Well, they were all good. Times change.

Make sure you have a large prison and a large torture chamber. Also, make sure you have a decent workshop. (You get to use the freeze trap in





this level, after all!) The key to conversion is this: torture them until they're almost dead (two remaining petals on their health flower is low enough). Heal them. If you wish to have fun with poultry, drop juicy chickens on them. The more you convert, the happier you'll be in the long run.



Convert every creature you fight - all of them. Giants are especially helpful in your quest for unholy glory. Be mindful of your monks, though. You'll need plenty of them. Also, create at least two different sets of lairs and





hatcheries. The recently converted good guys will use one set, exclusively. Your usual minions will use the other set. This is necessary, unless you want a lot of unhappy little dungeon creatures (which could lead to a revolt, which would not bode well for your future as a dungeon keeper).

You must eventually head east to Malleus' dungeon. In between your dungeon and Malleus' is a monastery. It would aid your fight tremendously to convert as many of these monks as possible before Malleus begins his attack.

Here's a tip: place freeze traps near your dungeon heart. The freeze trap is a surprisingly effective defensive tool, allowing for the quick destruction of enemy undead. Note that these traps don't kill vampires outright; rather. They stop them long enough for anyone, even a mere level 2 goblin, to destroy them.

When Malleus begins his total assault against you, you might want to place a call to arms flag near his dungeon heart. Only do this if you have enough confidence in your forces to destroy his heart in a swift and direct manner. In most instances, you'll want to position your monks in front of the oncoming wave of vampires. Direct your other troops to Malleus' stronghold and start attacking his dungeon heart. You might have to possess a creature to have any success with this method. After you've entered Malleus' dungeon, it's fairly easy to crush his pitiful, puny, putrid dungeon heart. Just make sure that your heart doesn't suffer too much damage.

And, as usual, Horny will make yet another appearance. Coming up in the next mission: Horny wants to help!





REAP

Level #: 14

Land: Peachtree

Primary goal: Summon Horny and kill Lord Tiberius

Secondary goal: Claim all the mana vaults

Finally, after all this work and all this dramatic buildup, you must use Horny as an active player in the game. Honestly, this level is almost easy, but it's still great fun.

This level includes a lot of conquerable real estate. Use your resources wisely and take over this land little by little. Keep a close eye on your imps in case they get too ambitious. One small band of overeager imps can draw a little too much in the way of unwanted attention to your endeavors. If necessary, build a room and (when you have a workshop) create some solid doors. Lock the little buggers in there if they start getting too antsy. Or just dump 'em into your dungeon heart over and over for a while. It kills time, and it raises your mana level. What more could you want?

Again, you're starting from a southern position. Work your way clockwise around the land. Lord Tiberius is located in the far north. (The mana vaults are in the north as well.) In the northwest and in the northeast, you'll find hero gates. In short, there's plenty to keep you occupied as you work your evil throughout the land.

As you get closer to Lord Tiberius' keep, you must deal with an array of sentry guns. An irritant more than anything else, you must manage your





creatures carefully all the same. You wouldn't want them to lose their will to fight before tackling the Lord of the Land, don't you know.



When you've cleared a path to Tiberius' stronghold, summon Horny and watch him work his magic. As the dungeon narrator states, Horny is indeed something to watch. (Then again, I happen to be a fan of gratuitous violence. Go figure.) As pleasingly facile as this level was, consider it a mere aperitif, cleansing the palate for the main course of carnage that lies ahead.





STORM/CRUSADE

Level #: 15 (a and b)

Land: Fluttershine

Primary goal: (Storm) Storm the fairy fortress and kill Lord Volstag;
(Crusade) kill Lord Volstag who resides in the fairy fortress

Secondary goals: (Storm) Build the combat pit to train your creatures to higher levels; first (Crusade), rescue the imprisoned black knights, second, storm the fairy fortress

Decisions, decisions, decisions. If you choose one path, you must battle to save the black knights and then kill Lord Volstag, crushing fairy goodfellow all the way. If you choose another path, you must build quickly and take the fairy fortress by storm. Both have their merits. If you're a fan of brute force, go with the Storm option. If you're more into strategy itself, go with the Crusade option. Since brute force is fairly self-explanatory (get lots of warriors, toughen them up, and attack), this walk-through will spend more time focusing on the Crusade version of this level.

You will be located in the southwest. To your immediate east will be a prison with three black knights in it, just waiting for some evil overlord to free them from the forces of nauseating goodness. Don't help these fellows just yet. Instead, move to the north and claim the smaller prisons. You'll find that the smaller prisons, while only containing one black knight apiece, are poorly guarded. If you have the patience and the cunning, you can get five black knights (and a couple of guards, if you're set up for conversions) into your service.





A word to the wise: black knights aren't all too terribly bright. They also are more than a little needy. If it comes down to it, you may have to squash a rebellion or two. If it comes to that, don't worry. Simply beat them down and reconvert them to your cause. (You have built a torture chamber, haven't you?)



After you've amassed all the black knights, start your offensive against the fairy fortress. Be aware of the sentry guns and save enough mana to keep your fighters in good heath. Also, you may want to consider keeping your





mana reserves high enough to summon Horny, just in case you couldn't train your forces beyond level 6. Use your sight of evil to spot Lord Volstag and head right for him. If your forces are well trained, and if you kept their health up, he probably won't even know what hit him.

CREEP

Level #: 16

Land: Stonekeep

Primary goal: Kill the unsuspecting Lord Pureheart

Secondary goals: First, stealthily build up your dungeon within Lord Pureheart's walls; second, make good use of the secret doors to expand within Pureheart's castle.

Lord Pureheart is a little too trusting, a little too secure, a little too... stupid. This will play to your advantage in this level. However, just because his lordship is a ninny doesn't mean that you can discount those under his command. You must still keep an open eye on the goings on of this level, lest you find your dungeon heart overrun with saccharine heroic types. Blah.

Near your precious dungeon heart, you'll find two small workshops, complete with trolls. Work your way into these areas and recruit the resident trolls. Then, start laying down plans for secret doors. Make sure to protect your newfound workshops and your dungeon heart first. Then, create a couple of traps (a little insurance, in case a band of heroes follows a wayward imp into your dungeon). To the east, you'll find a small prison. Its lone





goblin occupant will be more than happy to join your cause after being released. Be sure to lay down plans for a secret door to this room as soon as possible. Odd as it may seem, guards have been known to check in on what they think is their prison. Your pattern of advancement should shift in a pendulum-like manner, from the east to the west and back again.

The best way to play this level is to think less like a marauding force of ultimate darkness and more like a virus. If you slowly infect Lord Pureheart's castle, you will ultimately prevail. If you can manage a facility for conversions (in other words, if you can build a torture chamber), you'll stand to help your cause all the more. Again, it's brains - not brawn - that will win this level.





Patience is a virtue, even for the evil (especially for the evil, in this case). Take your time and slowly (oh so slowly) place your crushing grip on Lord Pureheart's home before killing him outright.

ANGELIC

Level #: 17

Land: Moonshrine

Primary goal: Use the dark angels to crush your rivals, Harkan and Carrion

Secondary goals: First, kill 20 heroes on the dark angels' temple to gain their favor; second, capture, if you can, the temple and use its unholy power

Remember how you'd jump hoops of one sort or the other to impress the object of your affection? The long love letters, the appreciation of the right sort of music or movies, and attention to detail could go a long way to snatching the desires of your love.

Aren't you glad those days are over? Whew.

Oh, wait. Those days aren't over yet! You must woo and court the host of dark angels, so they choose to unite with you in your reign of terror. Well, maybe "woo" and "court" are stretching it a wee bit. But you must still jump through some hoops for them. Still, this is right up your alley: killing, maiming, and slaughtering. What's not to like, I ask you?





Dark angelic approval aside, when was the last time you enjoyed a good ol' land rush in this game? It's been a while, I know. Situated in a gold-rich plot for this level, you have the opportunity to build a sizable dungeon rather rapidly. Build that bile demon-friendly lair you've always wanted, but never had the time or the gold for. Build a 6x6 casino and rob your creatures blind. Enjoy yourself a little. You deserved it.

OK, that's enough. Time to play the game.

Don't discount the value of libraries (you still have spells to research and improve) or training rooms. In fact, your first investment after you create a lair and a hatchery should be a training room. Combat pits are (in my experience) most effective after you've already trained your creatures to level 3, minimum.

The heroes are located to the north. As long as you focus your initial building efforts to the east and west, you should have time to plan and plot. Monitor enemy movement with the sight of evil. This simple spell will have increased in usefulness twelvefold by this point in the game. Your fights must be small, focused surgical strikes against the heroes. Be warned, though, my evil, dastardly fiends (I mean, friends): the good guys will be a bit more aggressive than normal when it comes to seeking you out.

Remember, you must kill 20 heroes. If you don't earn the respect of the dark angels, you won't get the gem, and your efforts will be for naught. Since the heroes will generally be no weaker than level 4, you must have some well-trained shock troops on your side for your attack. Uncover land shrouded by the fog of war with the sight of evil to give direction to your excavation and exploration. While your forces are strong, yet before you've





begun to slaughter small band after small band of heroes, start coming up with a plan of attack for the acquisition of the temple. More and more, it will pay to think a few steps ahead. He who just drops 28 creatures on a band of level 4 dwarves will be lost. If you look ahead and think ahead, you'll find that annexing the temple and slaughtering the forces of light and honor a challenging, but doable task.





BROTHERHOOD

Level #: 18

Land: Cherry Blossom

Primary goal: Defeat keeper Nemesis and his despicable cohorts

Secondary goal: The lesser keepers Faust and Fabius support Nemesis; defeat them first and use their resources

Finally, you get your chance to attack the esteemed keeper Nemesis! Why, you've heard so much about him, it's almost as if you know him. He certainly knows you. That's why he's enlisted the aid of his two (bickering) sons.

Again, pay attention to the fact that, at the start of the level, you are notified of the infighting among Faust and Fabius. If nothing else, you won't have to worry too much about one supporting the other in this level. In fact, for a clever keeper, this should be a piece of cake. Sure. Whatever.

You will start out with no money whatsoever. Zero. Zilch. Nada. What's more, Nemesis is due north of your dungeon heart, and his sons lie to the east and the west of him. Get your imps a-crackin'. You've got a dungeon to build and creatures to lure into your service. After you've laid down your dungeon basics, move first toward the east. You'll find a portal just waiting for you to claim. To the north of the portal, though, lies a hero gate.

Destroy this as soon as possible and get your new influx of creatures into training. You will notice that another portal lies to the west. You'll want to claim that very soon as well, but only after your creatures have trained for a little while.





After you've claimed both portals, move in against the keeper to the east. (It's either Faust or Fabius; I was too busy kicking his ass to catch his name.) After you've crushed him, you'll start feeling pressure from both Nemesis and his son in the west. Attack his son in the west first. This will give you your final complement of resources. This will also afford you the opportunity to crush Nemesis from either side. Be sure to reneat as many of your creatures as you can in the dungeons of Faust and Fabius. This will help you immeasurably if you must remove them from battle so they can heal. Also, if you can move in a third front from the north to Nemesis, you will most certainly mash him into pudding. Mmmm. Pudding.





INTERCEPTION

Level #: 19

Land: Butterscotch

Primary goal: Capture and convert the three princes

Secondary goals: First, prevent any prince from escaping, or the gem will be lost; second, none of the princes must die before conversion, or the gem will be lost.

At the start, you'll find that you have lots of claimed land and spacious areas for rooms available. It's almost like a dungeon keeper's dream. I mean, isn't that considerate, giving you all those rooms and all that space? Why, it's almost as if these last couple of levels are going to be a cake-walk.

If you believe that, I've got some Haitian penny stocks I'd be more than happy to day-trade you.

You have been relieved of the drudge work of dungeon creation because you have a different set of priorities. First, if you simply try to attack the princes, they'll run for the nearest hero gate in an attempt to escape. Second, if you aren't mindful of the fact that it will take the princes a good long while to convert, they will die under the duress of torture. Sight of evil will figure prominently in both this level and the. Spot the hero gates and plan you attack accordingly.

The heroes will be located to the north and east of your dungeon. Of course, because life is no longer easy, you must dig a little to the west to make progress to the east. Ah, impenetrable rock, how I loathe thee.





Move further east (and a little north) when seeking out the location of the hero gates. Maintain a small imp trap (that is, a small room with a locked door in which you can detain imps). You don't want them to run around claiming land all over creation unless your watchful eye is paying attention to every bit of ground they grab in your name. You'll need time to prepare and survey the surrounding land.

If you can commandeer and destroy the hero gates, good for you. Since that seems unlikely for all but the best dungeon masters, I will suggest that you employ two-sided surgical strikes near the location of all that is good. If you can't heal all your creatures during the heat of battle (sight of evil can drain the mana away like nobody's business, if you're not careful), just grab 'em and drop 'em back in their lair. Leave a small force behind for defense in case your offensive line gets a little too busy with killing and being killed to adequately defend your dungeon heart.

If you've mastered your trap-placement strategies, now is a good time to put those skills into practice. Do not, whatever you do, build any new rooms. Expanding the size of an old room is all right, but you won't really need any more rooms than the ones you have been given. When you build pathways, make them wind about a bit. You'll need every sneaky little trick you've learned if you're going to successfully capture the princes.

When converting princes to your cause, be sure to be there with a heal spell or a juicy chicken. Keep a close eye on their health. These princes are nobly born; they will not convert to your cause easily. Be patient and keep your dungeon safe. Evil will prevail, but only if you employ all your dirty tricks with the greatest of care.

After this, you'll be ready for the final battle. Whoopee!





REGICIDE

Level #: 20

Land: Heartland

Primary goal: Kill King Reginald and open the gateway to the sunlit land of the heroes!

Secondary goal: Cut off the heroes' attack routes, or you will be overrun





It's the final battle, and everyone's ready to apocalypso!

King Reginald is, as our intrepid dungeon narrator states, very unhappy with your treatment of his sons and is ready to avenge them by your destruction. What I want to know is why the king is projecting his anger onto you, the innocent (yet evil) dungeon keeper, when his anger should really be directed toward his sons for their betrayal. Displacement such as this just isn't healthy, as our good King Reginald will soon find out.

The king's keep will be a bit to the west of your dungeon. Along the way, you'll find mana vaults and hero gate. Claim the vaults as your own and destroy the gates as you come across them. Pay attention to every little path your imps and your sight of evil spell uncover, lest you fall prey to a sneak attack. The mana vaults will come in handy, as you may have to summon Horny more than once to conquer this level.

In your hallways, set up strip treasuries along with the traps and the doors that you would normally place. They're cheap, and a hero may stop to destroy the room. If he does, get him distracted into tearing apart a small strip treasury, you can send in a few goblins or so to tear the hero apart. It's a lovely little system, really.

Don't let your troops get distracted by every little wave of justice and goodness that tries to attack your dungeon. Your target is King Reginald, and nothing should sway you from the task of engineering his utter and complete destruction. Our good friend King Reginald is a level 10 creature. Construct a temple if you can and attract a legion of dark angels. Train them in the combat pit and keep them aside as your elite strike force. You will find that, as you build up a part of your dungeon, other parts of your





dungeon will probably fall under attack. Do not let this throw you into a panic. Keep your cool, use your own magic (you have been encouraging sorcerers to live in your dungeon as researchers, haven't you?), and focus on the ultimate goal.



When you finally reach the good king, drop in your elite troops and call up Horny! Set up a call to arms. Get your creatures involved with the destruction of this soon-to-be-fallen king. Note that he will not be easily killed. He may not even properly die the first time around. Be warned and be pre





pared. But above all, keep your cool. Do that, and you'll begin an era of ultimate dread that will spread over the land like a steaming, festering plague. (Ah, what a glorious image!)

And when it's all said and done, and you've eradicated all that was once good and right from the land, it's time to disco. Congratulations, evil keeper! Hail to you and your nefarious reign!

Whatever. Now it's time to grab some food, relax, and reenter the real world of horrors.

SECRET LEVELS

You'll find four secret realms during your trek through the campaign game. To activate a secret realm, you must find the locate hidden land magical item in the appropriate realm. Once you find it, you must claim it as your own, by making your imps claim all the tiles up to it. Finally, once it's yours, click on it to trigger the hidden realm. You'll hear the narrator give you confirmation.

Now, all you must do is win the level, and once you return to the master realm map, you'll find a new patch of real estate ready to be raised (or should I say, "razed"?) by you.





GOLF

Level #: Secret 1

Locate hidden land item found in: Fear (level 5)

Primary goal: Play a three-round game of golf for relaxation

In this secret level, you can enjoy the piece and quiet of a golf outing without any of the complaining or senseless meandering of your minions. You've worked hard, so now it's time to enjoy yourself.





The challenge is to complete three holes of boulder golf. All you have to control the boulder is your right hand slap. You'll discover a few things right off the bat. First, you only have two and a half minutes to complete the three holes. Second, your boulder only goes in one direction (to the upper right). Third, you only have a limited repertoire of slaps available to you. And finally, if your boulder hits the wall too many times, it'll crumble.





The secret? There isn't one. You just must get good at slapping your rock around. However, there is one thing that you can do for control. You see, your slap direction is in relation to your viewing angle, so if you use your Ctrl-arrow keys well, you can rotate your view to slap the boulder in the right direction and eventually sink it into the portal.

Here's a hint: the second hole is the easiest, and it works great from the default viewing angle, so sink that boulder first, then tackle the rest.

DUCK SHOOT

Level #: Secret 2

Locate hidden land item found in: Caverns (level 7)

Primary goal: Shoot the heroes in this fairground duck shoot





Who said that fireballs are no fun? Unwind a bit as you slip into the robes of a warlock and try your hand shooting the marching, er, ducks. Don't aim your fireballs too close to the wall, or they'll just vaporize. And pay attention to the nastier ducks who will appear (wizards, elves, and so on) behind you and shoot back. Drop them all within the allotted time, and you'll get to take out a nice, shiny knight.

MAZE

Level #: Secret 3

Locate hidden land item found in: Smashing (level 10)

Primary goal: Make your way through the maze back to your dungeon heart

So you've found another secret land. I bet you're feeling pretty darned good about yourself right about now. Yeah, I felt pretty good about myself, too... before I played through this level.

The concept is simple enough. You are forced to possess a dark angel and wind your way along many twisting pathways back to home sweet home, your dungeon heart. It sounds simple enough. It should be a walk in the park, eh?

I forgot to mention that most of the maze is a single-tile path through lava. Trip traps designed to destroy or create sections of pathway will appear every few tiles, and small islands of wizards conspire to make your life a... well... a living hell. (Not that that should be anything new for you by, this point.)





By the time you work your way past the wizards, you must open a doorway to the rest of the maze. The correct doorway will let you pass through. The incorrect doorways will unload a boulder trap on your sorry fallen-angel buttocks. You have (if I remember correctly) six doors from which to choose. Hey, it's a 1-in-5 chance for success. Not bad odds... for Vegas. Choose wisely.





Oh, but that's not all. You will encounter rooms of sentry guns and hallways filled with boulder traps. What's more, you must battle the level 5 guardian at the temple as a part of your labyrinthine quest.

And you only have four minutes in which to complete the maze.

Sounds like fun, doesn't it? (Sure.)

Good luck.

BOWLING

Level #: Secret 4

Locate hidden land item found in: Conversion (level 13)

Primary goal: Kill the dwarves with the boulders

Congratulations. You are now the proud owner of another secret land. And you may already be a winner. You just have one sadistic little task to perform. You must bowl over pudgy little dwarves with great big rocks, squishing them into flat dwarf pancakes. What's not to like about that, I ask you?

Here's the trick. The boulders must be directed by your slaps down very narrow (one tile wide) pathways. If they fall off the pathways, they are destroyed by lava. If you slap them too much, the boulders will be crushed. Also, as I'm sure you know, you can only slap in one direction: forward relative to your point of view. As a result, you must swivel your viewpoint back and forth to put the proper spin on your directional slaps. If you exert the proper level of control, you should have no problem pulverizing the annoying little bastards. Just think, if the forces of darkness ever organized a carnival, the games would probably be something like this.





You have about six minutes to prove your skill and test you luck. Happy bowling!



Chapter Eight -

Multiplayer DK2





Multiplayer Dungeon Keeper 2 is a ball to play. Due to the way the developers at Bullfrog implemented the network system, the performance is surprising across even a lesser Internet connection. You can play across a LAN (in which case, DK2 will search for all active games for you) or across the Internet. Internet play lets you connect to a specific game or search for games ready to be played. Given the solid design of the Internet code, even a dial-up player can create a game on his machine and expect decent performance.

JOIN A GAME

If you want to join a game, first select either IPX (for LAN play) or one of the two Internet options from the multiplayer menu. Most players will want to select Internet Dungeon Watch if they want to search for an Internet game. The other option is for more advanced players who are searching for a specific game based upon an IP address.

You will then be taken to a screen that shows you all games that are getting ready to start (which includes the game name, map name, total number of players, and current players in the lobby). Select a game and click Join.

On the Join Game screen, you'll see the other players, their respective ping times (how long it takes for a 32-byte packet of data to travel to and return from their systems), and the amount of RAM on their computers. There is a column here that will let you select your allegiance (good, evil, or neutral).





A chat box on the lower left of the screen lets players talk with each other before diving into the game. Simply click on the single entry line to type in a response. Hitting Enter will send off your text.

Once you have decided to join the game, click on the check icon on the lower right of the screen. You must wait until all other players do the same, and the game creator launches the game. Then, it's time to rock the underworld!

CREATE A GAME

It's very easy to create a game, and it's essentially the same set up interface as the skirmish single-player option. The first thing to do is to name your game (and make sure you provide a player name for yourself as well!).

Your next stop is to select a map because this will tell other players how many slots there are in the given game. You have 19 maps to choose from, or you can just select a random map to see if it strikes your fancy.

Once the map is chosen, you can (but you sure don't have to) click on the Game Settings option and truly configure your game. From here, you can select the number of creatures available of each type, the total creatures allowed per play, the density of the gold, speed of mana generation, and so on.





You can also individually select the potential population density of specific creatures. Why do this? Because it's fun at times to play a game with only a few creature types available (it can really change your play style).

You can also set each individual room, spell, trap, and door to either No (not available), Start (immediately available - if you've got the cash or mana), and Research (you've got to earn it).

Finally, you can toggle off fog of war if you want to (though it's much more exciting to be playing blind as you explore the realm) as well as set the duration of the game (setting a time of 0 means that the game runs until it's over, or the creator quits).

Once you have the game configured, you can see the players waiting to play. If you don't want any of them in there, highlight the name and click Kick Player.

You're now ready to play. Simply click on the check box and begin the fun.

SPECIAL MULTIPLAYER STRATEGIES

Skills learned in the campaign game and My Pet Dungeon will certainly serve you well, but you'll find that the skirmish form of single-player play is the best training ground for a career as an Internet keeper. Keep in mind that, while the enemy keeper AI (artificial intelligence) in this game is quite good, it's nothing like going head to head against a flesh-and-blood oppo-





nent. Sure, you'll play as an idiot your first time out (I know I did!), and you'll run across unskilled players many times, but once a keeper has a sense of the ebb and flow of this type of competitive dungeon building, the challenge (and oh yes, the fun as well) will truly escalate.

No computer component can match the trickery, subversion, and just plain crazy play of a human opponent, so be prepared to face the completely unexpected. When you feel that you have the game in hand and are breaching a fellow keeper's dungeon, you just might learn that your dungeon heart is under attack already! Keep a vigilante eye and don't be afraid to experiment and attempt the unconventional. You might be pleasantly surprised at the results.

What follows certainly isn't comprehensive. It's just the tip of the iceberg of unique approaches and strategies to aid you in becoming the most effective (and nastiest!) multiplayer keeper possible.

- * First and foremost, protect your dungeon heart! If another keeper can take it out, your time in this realm is finished! Block it with doors (magical doors work the best) and alarm traps and keep a diligent watch on this precious resource.

- * Grab as many portals as you can - and fast! They'll appear as little blinking dots on the map - make a beeline for them as soon as possible to maximize your influx of creatures. Place a small lair and a guardroom right by the portal, but also arm the area with some doors and traps. Once you receive the message that you've garnered all you can from the portal, transfer creatures from the lair into more permanent housing and sell off the lair. Once the portal is finished producing, you no longer need to protect it, so get your elves out of there and lock the doors.





- * Build a library as large as you can and leave room for it to grow. You want to research spells as fast as possible (the call to arms spell is one of the most useful for multiplayer gaming). Once you've researched all you can, you can sell off parts of your library (replacing a large part of it with a hatchery can be a good idea).
- * If you know where an enemy lies, try possessing one of your imps and tunneling into his dungeon and just start going tunnel-crazy, punching holes in rooms, tearing down walls, widening tunnels around traps, and so on.
- * If the level you're playing has lava, build some nice inviting stone bridges with an alarm trap on the far side. Once the alarm goes off, quickly sell the bridges and watch as the hapless warriors plunge into the lava!
- * Bad traps for multiplayer gaming are those that merely annoy, such as gas, fear, and so on. Good traps are those that can actually kill, such as fire, spike, boulder, and so on.
- * Secret and magic doors are your best bet for securing the outskirts of your dungeon. Use steel doors on the interior.
- * If you can, build your dungeon in the corner of the map - that way, you'll have two sides that will be impenetrable.





IT'S A WRAP

Dungeon Keeper 2 is a game with a massive amount of depth. While I'm sure the challenges of the campaign game have gobbled up many hours of your time, you still have a myriad of play tactics to explore in the multiplayer realm. Of course, you can also tinker and twiddle all you want in My Pet Dungeon (sort of a darker and more nefarious version of building your own train layout).

Give yourself the time to experiment and observe - you'll discover many emergent behaviors that will add a depth and richness to the play world. Yes, you truly can be a dark god in this world, and isn't that what we all truly aspire to be (at least in those dreams we never tell anyone about)? So go forth and bring a pox upon the land, my good keeper!



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Contained within this tome you'll find the locations and full descriptions of all of the new magic items as well as the strengths and weaknesses of the deadly foes that lurk in the undiscovered territories. A detailed area walk-through is provided for each new sector in the game, complete with descriptions of the magic items, nonplayer characters and the enemies that can be found there.

